Amiga CD!

WOW! LOOK AT OUR BIG PINKY...

Millennium's passionate pal pokes his nose in

THE CHAOS ENGINE
DONK!
ZOOL 2
D-HERO
and more reviewed

WORLD CHAMPIONSHIP
OPTIONS
RACE SINGLE CIRCUIT
PRACTICE

SC 019280 %55 → T 254 L 03

LASER BLAZER
Quasar kicks ass

BLADE GOES BANANAS!
Our resident psychopath of games slices some more

Amiga CD! THE FUTURE OF GAMES MAGAZINES

IMPROVING
THE BREED

The Amiga CD32 is, as you've probably guessed by now, my favourite machine. It's not the most attractive beastie in the world (who decided on grey casing, lads?), but neither was the big guy with dreadlocks in Predator and yet he was a pretty devastating killing machine.

But it's still far from perfect. As anyone who owned an original A500 will tell you, it was more or less useless without a half-meg upgrade and a second disk drive. And very few A1200 owners make do with the standard spec. Most add extra RAM, extra-big hard disks and lots of other goodies like accelerator cards.

So where does this leave the CD32? Is it doomed to face an evermore vicious battlefield dressed in inferior underpants and armed with a banana?

No. Commodore, like any computer company, constantly seeks to improve the breed. In fact, even as you are reading this, someone somewhere may well be fitting 68030 chips into new CD32s. This could be partly due to a shortage of 68020s and partly to improve the speed of the new machines. Maybe even for the hell of it.

Chip prices consistently tumble. If you thought new car depreciation was bad, you ain't seen nothing yet. But this is only good news for you and me. In a year or two, the CD32 might come with the FMV cart and four (or perhaps even as much as eight) megs as standard, which would be jolly useful for games chaps and help us to make the cover CDs even better than they are now. (A gigabyte or two by then?).

We don't need to bolt on big hard disks - we have 600 megs on every CD to play with. Keyboards are for programmers, journalists and squares and floppies are for the sexually inadequate (And what have I been using for many years? Oh yes, I'd forgotten that!).

What we want is power at our paddletips and that will gradually increase, until the CD32 of tomorrow is a stranger to us; but a welcome, friendly stranger who tempts us into his sports car with sweets and puppies.
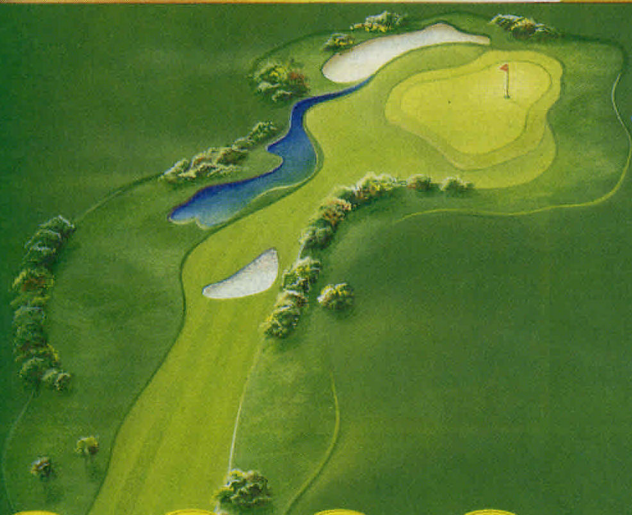
I for one will go with him and to hell with Charlie the Cat adverts.

Ashley Cotter-Cairns
Editor, Amiga CD!
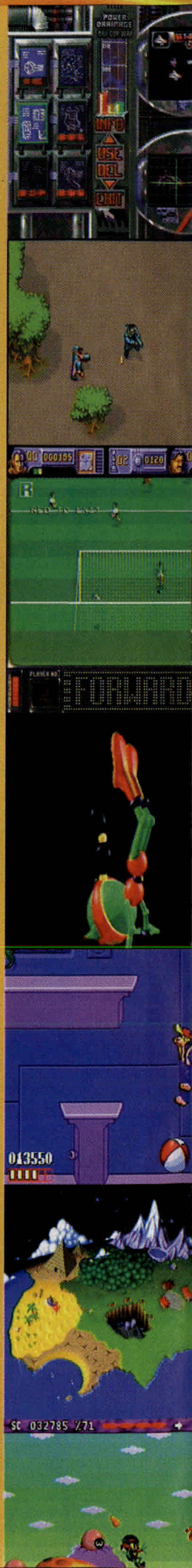
PREMIERE

SHARE MAGIC

It seems that every month, the CD32's share of the CD games market continues to improve. It currently stands at over 54%, according to the latest survey from Gallup, which should know what it is talking about, after all... This figure is roughly 2.3% of the total games market.

Games like Microcosm and Pinball Fantasies have supposedly sold nearly 20,000 copies apiece. So any games companies which took a chance on the CD32 have cleaned up nicely, if the software was right. If not, well, somebody probably bought your hasty conversions, but will they buy anything with your name on them again? The guilty parties will know who they are.

GULP!

IT'S AKIRA

ICE-say I say I say. What do you get if you cross a brilliant cartoon style with an utterly weird storyline and a software company? Akira on the CD32, that's what. ICE has been promising this game since the heady days of Christmas and, while it's obviously a little late, one hopes that this is for good reasons, not bad.

ICE's Stuart Bell was told us all about it at the ECTS back in September of last year. No doubt "technical reasons" are largely to blame for the game's late showing. Akira is part of a cult Japanese cartoon culture called Manga. There are many many Manga movies being made and it is hoped that, if the experience of Akira goes down well, more will be licenced at a later date.

ICE's work has included close study of original cels of Akira animation, so the graphics are promising to be superb. Couple to that the violent nature of the subject matter and Akira (when it finally arrives next month) should blow your minds.

The other title due next month from ICE is Gulp the Guppy. Possibly one of the saddest names in computing history, Gulp is Lemmings with fish. You control various fish (guppies, I assume) and have to assign the various types of fish to different parts of the puzzle.

One major difference is the size of the levels. Gulp's are huge and very complex sometimes. You're going to need every nuance of your puzzling ability to work some of them out. Each type of guppy has its own name and some of the graphics are cute and funny.

No prices are available for either game. I'd be surprised if Gulp costs more than the average. But it will be interesting to see how much the licence costs add to Akira's pricetag.

SUMMER MADNESS

In a month full of activity, Commodore has announced that the CD32 has been slashed in price to an RRP of just £249. This means that you should be able to buy it discounted, by mail order, for even less. The magic figure of £199, which Commodore originally had in mind for the CD-based console, looks more and more realistic. The new pack now has six games instead of four. And one of those is Microcosm. Can anything beat this for a value purchase?

At Amiga CD!, we're taking bets on when - not IF - the CD32 will be sent out of the factory armed with an FMV cart and 8Mb of RAM, plus 1Mb of rewritable memory for saving information.(And a button for an everlasting supply of Snickers bars too? ED)

FRO

IMPOSSIBLE GUNSHIP

Microprose, as revealed in our news item 'PROSE PONDER in Amiga CD!' issue 1, has been deliberating about whether to publish games for the CD32 or not for some months. But Amiga CD! can reveal that it has finally taken the plunge - and in a big, big way.

Gunship 2000 has been around for quite a while on floppy formats and has been hailed by some as the best helicopter game ever written. You get to pilot an impossibly expensive, unfeasibly dangerous

and remarkably vicious-looking chopper into enemy territory and deliver rocket-shaped enemas all round. Should this violent approach not appeal to you, we suggest that you purchase a copy of Team 17's Qwak instead, you wet end.

Features - Gunship not Qwak - include automatic or manual targetting of weapons systems, large, three-dimensional graphics, a multitude of camera angles, official ratings, kill ratios and a locker complete with topless pinup selotaped to the inside of the door. Price is uncertain but is probably going to creep over the £30 mark and the game should be reviewed in the next issue, unless the plane flying our copy to us is shot down in a friendly fire incident.

And as for complaining about games converted from the older Commodore formats, what about Impossible Mission, a game which first appeared ten years ago on the C64? We are assured that there will be some improvements made to the game before it's converted, but, as the timeless old saying goes, some things are timeless...

The game is all about robots. Some are nice, chase-me-kiss-me things which won't cause you much hardship. Others are big, bristling death-merchants with large guns and small senses of humour. Oh, the game is also about puzzles. You won't be able to survive on reflexes alone - wits are required here, so D-Hero fans, look out. No amount of complaining, threatening

or crying will get you a review before the next issue and we should know, having tried all of the above with 'Prose's PR department before giving up.

GET PINKY OUT, LADS

The guyz and galz at Millennium are proud of their new character who's hoping to wow the masses this Autumn - Pinky. Although details are sketchy at the moment, we're betting that Pinky will be cute, cuddly, be able to jump, run and collect things and will have those cartoony eyes with the little highlights in the corner to make them seem moist. You heard it here first.

Knowing Millennium, the game will be of the highest standards, be priced at around the £30 mark and probably appear pretty soon after it's promised to turn up. It's too early for pics as yet, but when we get 'em, you get 'em.

FRONTIER-'ERE

The great news this month is that Frontier: Elite II is ready for the CD32 at last. Now people with enough brain cells to think before they drink before they fly can bite into a game with real strategic overtones as well as violence.

Apparently, there are a billion worlds to visit, trade with and blast, lots of ships and extras, a zillion ways to make money, both legally and otherwise and enough violence for shootie fans to get their fill as well. Heaven.

Frontier is available from Gametek, priced £34.95 and will be reviewed in full in the next issue of Amiga CD!

COME ON YOU REDS

If you think I'm talking about Manchester United, think again kiddo. The Ed is an avid Liverpool fan and hates Ryan Giggs, Eric 'collar' Cantona et al, so just don't mention them to him. The double, eh? Liverpool did it years ago. Alright, so they've suffered this season, but just wait until next year. Then you'll see something...

In fact, you won't have to wait until next year to see Liverpool, because Grandslam is converting its Liverpool Football title to the silver platter player. We were unable to find out whether the programmers have decided to reverse the nightmarish transfer decisions made by the likes of Graham Souness and have brought back Dean Saunders, Ray Houghton and Peter Beardsley in favour of John Barnes, so you'll have to wait and see. Rumours that the title was almost changed at the last minute to Liverpool (you remember them, don't you?) Football could not be confirmed at the time of going to press.

...AND YOU THINK YOU HAD A BAD DAY?

DINCY HADJA WOPPA WODGA

Amiga gamers who converted to the CD32 may remember First Samurai, the excellent platform-cum-fighting game which sank along with Robert Maxwell and Mirrorsoft. Well, Mev Dinc, the MD of Vivid Image - the development company behind the game - who has in the past posed semi-naked in silly publicity poses, recently announced that his firm has signed a £1 million deal with UBI Soft.

The deal gives UBI the unique rights to publish any future games developed by Vivid Image. Editor Ashley Cotter-Cairns knows Mev was told by Dinc there are some great things in the pipeline. He was told that only so much can be said before Mev lets his lawyers off their leashes, but we are allowed to say something about Hadja, Vivid Image's latest title.

Details are being kept deliberately sketchy, but the artist involved comes from Disney's studios and the game is said by Mev to be "an incredible step forward to games of the future." Coo. Ash wants to know when he's going to get his hands on a share of that mil, but Mev has his hands firmly on his wallet...

BALROG SIGHTED

Warnings have been issued that a Balrog of enormous size has been seen on the rampage in a top secret development meeting recently. Amiga CD! can exclusively reveal that a new development team called Hitmen, concentrating on CD-based platforms such as the CD32 and 3DO, has been formed and will be aiming to have product out on the CD32 "by early 1995," according to 'Chico', spokesman for the firm.

"Balrog will be absolutely massive. For once you get to play the bad guy and go on the rampage, using your strength, cunning and dark magic powers to utterly destroy the nine holy lands of Dagronne. I can't say too much about it because we don't want anyone to steal a march on us," Chico continued, "but we're going to get very close to filling a CD completely and may have to spill over onto a second."

Anyone waiting for the big games to arrive should keep an eye on this title. Chico, Marco and Panco - the Hitman trio - refused to allow Amiga CD! to reveal their identities or to publish a picture of them. But you've got to believe us they exist. (Oh really? ED)

More details of Balrog and an exclusive interview with Hitmen *may* appear in a future issue of Amiga CD!, so watch this space...

Gremlins, Gremlins Everywhere

Gremlin Graphics has one of the best records of any games software company. It's also been around for ages and ages. So long, in fact, that We can remember playing games such as Bounder and Thing on a Spring way, way back in the heady days when my desktop was adorned with an Amstrad CPC464.

So any new releases from this great company always strike a little excitement into me. On that note, Striker has been reviewed elsewhere in this issue, along with the infamous Zool 2. But what of forthcoming Gremlins, Gremlins in the works? Amiga CD! quizzed the PR department, hung around and rifled through their dustbins after they left work and made a general nuisance of ourselves until we got the lowdown on what's coming out of Sheffield next.

The first game of note is a contender for the Golden Turnip award for the longest game title in history: HeroQuest 2 - Legacy of Sorasil (The Ultimate Quest for Heroes). Just don't ask for it by name in your local retailer's shop, or you might pass out and require oxygen before you've finished. It's a follow up to the original HeroQuest game, which was itself a conversion of a boardgame of the same name from roleplaying company Games Workshop.

HeroQuest was designed to get younger players into roleplaying, with a simple system for both setting up and playing games. That, coupled with the limitations of converting a boardgame faithfully to a computer, meant that HeroQuest was destined to be reasonably simplistic. It was also quite easy to complete and sadly lacking in the areas of animation and sound.

HeroQuest 2 (to use its easiest name!) looks to balance out that equation. You now have a wider choice of roleplaying options, including Paladin, Mystic, Barbarian and Ranger; apparently, you also will be treated to "breathtaking mag-

ical effects" and have to participate in "frantic combat sequences."

What you will notice straight away is that the screen is far busier, more colourful and better drawn than in the original game. If you never saw that, though, you'd just be quite impressed by the visual impact... There are only ten quests, but each is meant to be much larger than those of the original game. Which is good news, because you'd complete Legacy of Sorasil much too quickly otherwise. Sound has been improved as well, with soundtracks and spot FX. That's not a difficult task, because some of the worst music ever heard featured on the first HeroQuest game and there were virtually no other audio frills.

The plot? Well, you are a happy bunch of adventurers who, just for the fun of it, decides to save the land of Rhia from a mysterious plague. Yup, another rejected Casualty script. But before you lose interest, did anyone mention the evil behind this plague? Still not interested eh? Okay, there MAY be some money at stake. Stop pushing! In a line, one at a time.

The locations have Tolkienesque names such as The Vampire King's Barrow and Iron-Wood Forest. Graphics will be different for each location and there will be unique monsters to battle in every part of the land, too. If you're interested in taking up the challenge, the price of magic is just £29.99.

If you want a pizza different action (Sad pun -Ed), check out Litil

Divil. It's a puzzle game from hell which makes Deep Pan's hot 'n' spicy special look like it's still deep frozen. Mutt (and that's you) is a divil with a cause: to sleep and eat a lot of pizza. However, you have to join in the council, a sort of annual general meeting for divils, where one is chosen to venture through the Labyrinthe of Chaos and out into the Overworld.

No divil has ever returned from this trip, although the divils keep sending more 'volunteers'. Why? Because the Pizza of Plenty, the secret to riches, fame and fabulous gooey cheese toppings, lies in the Overworld. Or so it's rumoured, because as you know, none has ever returned. The words goose, wild and chase seem to want to fit together here...
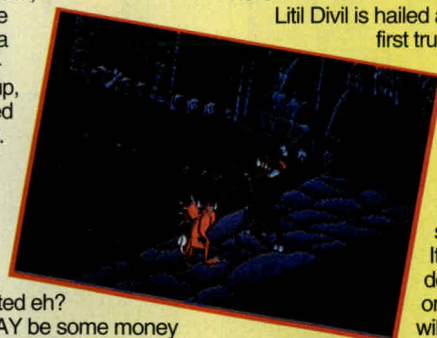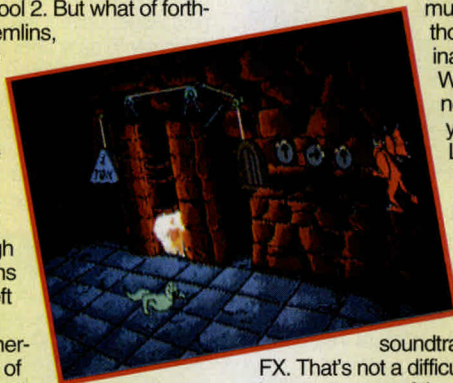
But as you've chosen the short straw, off you must go. So, without too much weeping, whinging and sniffling, you are led to the entrance of the Labyrinthe, which is adorned with lots of old cliches like "Abandon all hope ye who enter here."

Litil Divil is hailed as the world's first truly interactive cartoon. So we're expecting something pretty classy in the graphics and sound lines. It's gone down a bomb on the PC, but will it make such a splash on the good old CD32?

With five worlds and over 50 puzzle rooms to get through, one hopes that this 'interactive cartoon' won't wilt under pressure as quickly as, say, Dragon's Lair on the A500, which looked the business, cost the business at £45 and took a couple of hours to blow away.

No price has been set for Litil Divil, but expect it to cost around the £30 mark. Pizza fans and Divil lovers should look out for it.

ZOOL 2

Zool fans with CD32s must be poohing themselves with delight. Not only did the first game take just a few months to appear on the format, but now, scarcely a couple of Amiga CD!s later, here's the far better sequel …

Zool is a platform game. But I hesitate to label it along with all of the others in that overcrowded genre; it's a cut above everything else, including the original Zool itself. The Ninja from the Nth Dimension is probably as well-known as Mickey Mouse among the seven-to-twelves of this green and pleasant land, which says a lot about entertainment habits and the quality of Gremlin's licencing. Zool traded on superb graphics at the time of its release, which was a claim which could readily be made: it was a great looker, especially for the 16-bit Amiga. The gameplay wasn't lacking either: it was neatly executed and fairly addictive, although it did leave a little to be desired in the variety stakes. Each level had a different theme but on each level the monsters did the same things, the backdrops were but static window dressing and I grew a little tired of it all after a while.

DEEPER AND DEEPER

Zool 2 picks up where the original left off. The graphics are even better than before, which is no mean feat, while the game has been worked on hard to be given more depth and variety. Each world still has its own theme, but now the backdrops actually play an important part. On some levels there are areas which cannot be reached without the help of the scenery: electrical bridges of light transport you across yawning gaps, or wires transport you Sonic 2-like about the levels. New monsters with differing attack methods feature on every world and each time you progress to a new land there is a steep learning curve to be negotiated.

Each world is split into three screens and to leave one you must collect 99% on the score bar at the top. Roughly 1% is given for every five normal objects you collect, which each give just 10 points. But bonus pickups are available in the shape of Chupa Chups symbols. These grant useful extra energy, a shield, doppelganger effect and even the odd extra life. Bombs when collected follow Zool about the screen and can be detonated at any time with the blue button.

CHARACTERFUL

Zool 2 introduces two new characters from the Nth Dimension: Zoon and ZooZ. Zoon is a female Zool who will, at a moment's notice, kick seven shades out of anyone who makes fun of her rather individual make-up style and dress sense. She is every inch a Zool, punching, jumping and kicking with equal verve and lashing out with a killer whip. Zool keeps his sword.

There are other differences than the cosmetic. Zool can bust through false ceilings but not floors, while Zoon loves cleaning up on floors but can't stand ceilings.

ZooZ is an odd-ball character. He's only in there for a bonus stage which appears after every three levels. Collect three BONUS ZooZ tokens and you'll automatically start on an Arkonoid-style bat and ball game between worlds. This was such a shock when I first did it that I missed the ball straight away, but it's worth trying at: not only do you earn loads of points, but there are extra lives a-plenty in those bricks most of the time. Dropping the ball or clearing the bricks starts the next level loading.

All three characters are superbly drawn and brilliantly animated. Just pause and unpause the game repeatedly to see each frame in motion. It's liquid poetry. After each world there is more fun to be had. Zool (or Zoon) gets to meet Mental Block, the cuboid with a bad headache, who transforms himself into a nasty end guardian which matches the style of the world that you're in. He is progressively more tough

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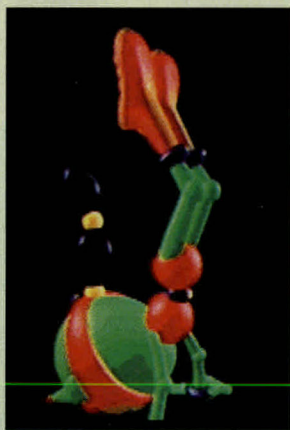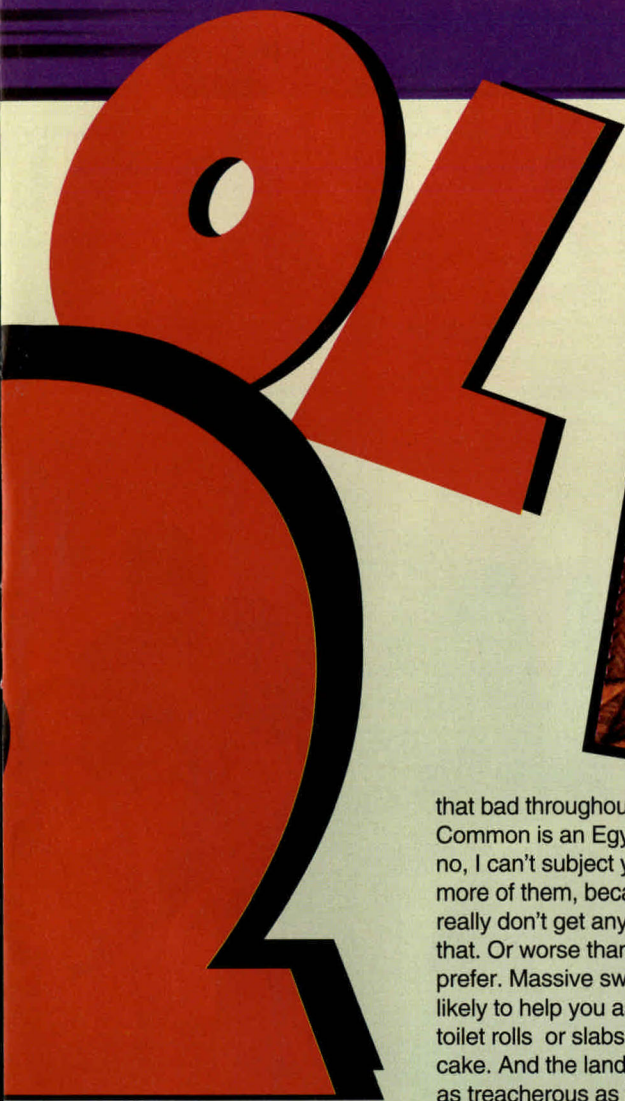
that bad throughout. Tooting Common is an Egyptian world... no, I can't subject you to any more of them, because they really don't get any better than that. Or worse than that, if you prefer. Massive swans are as likely to help you as sphinxes, toilet rolls or slabs of choccy cake. And the landscape can be as treacherous as the creatures which inhabit it. Slimy cream makes the ground slippery underfoot; platforms crumble and deposit your hero or heroine into a pit of spikes. Ouch.

Your controls are a little tricky to pick up. The fire button is green instead of the standard red, which in this case is the jump key. And the blue key fires a floating bomb, if you have any. This takes some getting used to, especially as Zool and Zoon can both perform a wide range of moves. This is a game which will take some time to master and a lot longer to finish.

to kill off and there is nothing more frustrating than dying just before finding out what lies in the next world.

LAND OF HOPE AND GLORY

The worlds are wonderfully imaginative and so well executed. And this is not just a port-over either! As I started level one, I reaslised that I had not seen Paper Plains in the floppy version. Yes, the puns are really

THE VERDICT

Wow! I have never been bowled over so much by a mere platform game as I was with Zool 2. The quality is apparent as soon as it's loaded. Graphics are just so smoooooooth, the backgrounds slip by like a dream about a mint cream-coated Bridget Fonda and the animation is Disney standard. It's wonderful to watch.

Sound is great. I reserve myself a little here, because you can only have a tune or FX, not both. This hasn't improved since Zool. But the tunes are CD quality and there are a lot of them, so I can forgive Gremlin this. What really makes Zool 2 is the gameplay. It's so easy to get to grips with, yet so tough to play that I could see myself coming back to Zool 2 time and time again until it's whipped. I would have liked a password mode and simultaneous two-player action, but there's always Zool 3... Please Gremlin? Another series which, like Lotus 1, 2 and 3, will continue to increase in popularity and quality. Sheer class on a disc.

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THE VERDICT 92

The best CD32 title by a mile

JUDGEMENT DAY		
THE SIGHTS Wonderful, wonderful, wonderful	93	
THE SOUNDS Great tunes or FX, not both	87	
JUNKINESS So playable, it would be rude not to	95	
DOSH WORTH Lots of stuff to play through	90	

BLOOD BLOOD GLORIOUS BLOOD

The Chaos Engine

Renegade £29.99

The Bitmap Brothers are now low-profile programmers, who once enjoyed star status after creating some truly great games for the Amiga. Names such as Xenon II, GODS and Speedball 2 will strike a jangly-thrilling chord with many readers, but for those of you new to all this those past hits will be rather irrelevant. The Bitmaps appeared in a lot of publicity photos wearing Ray-Bans and t-shirts and Levis. They were the talk of computerville for a year or two.

Just why they have chosen to slip out of the limelight is a mystery to me, but perhaps this is explained by two simple factors: a) They can afford not to bother and b) Their games now sell well because of their past reputation. The Chaos Engine was quite well received when it appeared for the standard Amiga formats last year and now CD32ers can get in on the act too. Question is, as ever, should they bother?

SAD BOY BARRY

With so much attention in the media focussed on violence, it's nice to see people saying "Sod it" and releasing a slaughterfest like Chaos Engine anyway. To be fair, there's no blood and guts to turn you on; you'll just have to imagine pints of gory fluid leaking from mutated intestines and severed limbs twitching. Yuk.

The plot (yes, there is one this time) goes like this. One mad mother of a professor wants to control the world, so he builds the Chaos Engine and starts warping everything and everyone. But it's obviously not quite worked, because six people are left with enough fighting spirit to take the machine on and defeat it.

From those six, you must choose two to team up and do their worst. And this is the most interesting part of this game: you must take two characters. If you are playing on your own,
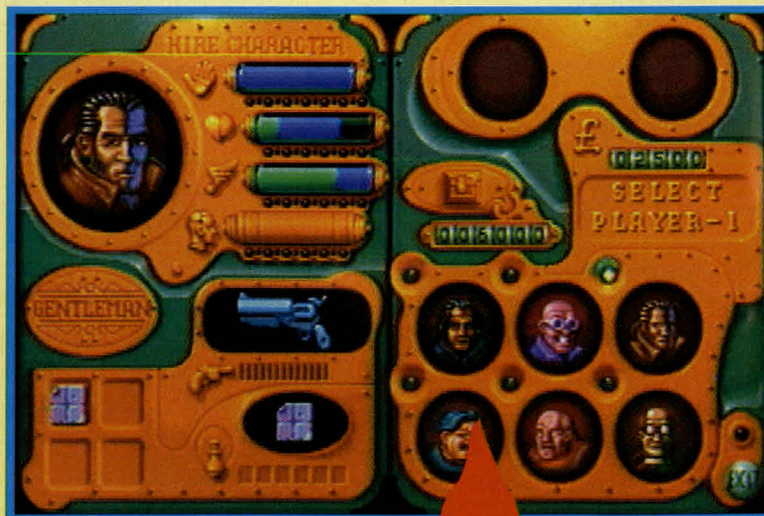
the computer takes the place of player 2. The characters range from a rather honourable-looking Victorian gentleman to one of the thuggiest thugs you'll ever meet (or wish you won't). Luckily,

review
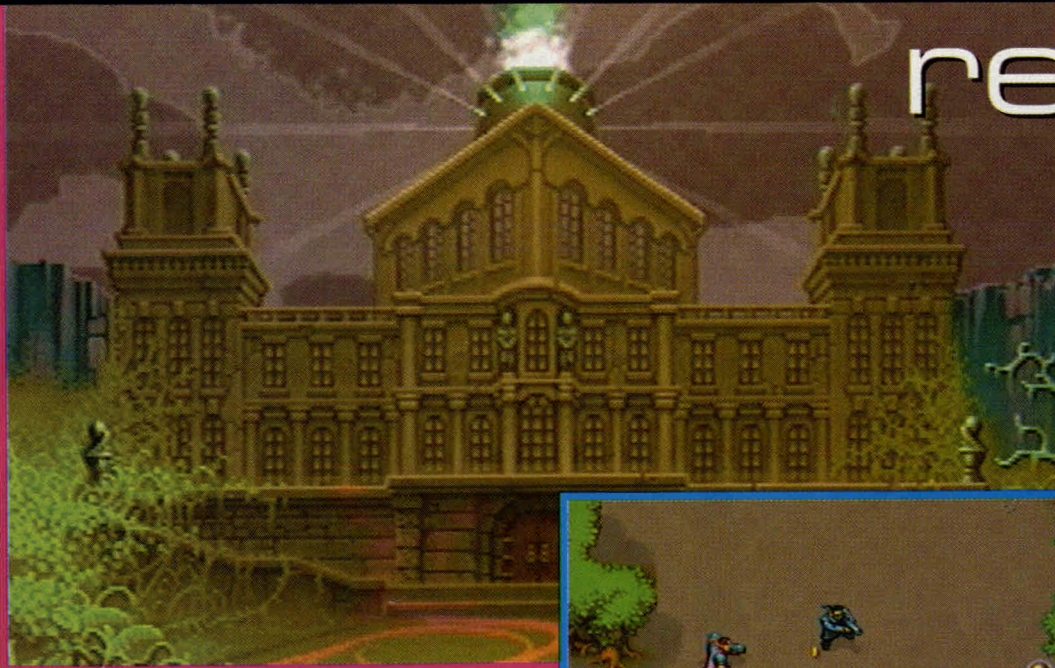
no-one from the Sky TV show Games World gets a look in, or else I would have stopped writing long ago.

to be fairer and share everything. Players who just go for the loot

should be warned that there is a judge at work here. These guys are mercanaries and the switched-on hired killer negotiates a pretty mean deal these

nodes, which are like totem poles dotted about the landscape. But the path to each node is not always clear. Keys must be collected and each one opens up previously hidden gaps and tunnels in the bleak, mutated wilderness.

Monsters, the servants of Chaos, are not just going to stamp your passport and check you for excess duty free. They attempt to scupper your mission by pounding, bombing, kicking and biting the life out

YOU CAN'T GET THE STAFF

These guys are mean. So mean, in fact, that they refuse to do the job for the love of it and will need paying. They don't get up in the morning for less than a grand, even if the world is under threat.

Each guy comes with a different range of abilities, including the size of their guns and other special powers. Some are a lot more useful than others, but the game tends to balance out weaknesses against strengths. Hiring one man may be cheaper than hiring another and the cost savings can be spent on extra equipment.

Power ups for the weapons or boosts for other abilities, such as running speed and stamina, are all on sale. Your bank balance starts at 5000 credits and must be topped up during the game by grabbing gold and silver coins. Each player carries his own loot, or you can choose

days. To balance the game out, at the end of each world the computer compares the performance of the two characters. The one who did the most in the

eyes of the ref gets bonus credits.

IF IT MOVES...

Each world has a gateway leading out. To find it, you have to shoot the

of you. Open fire on them and you may see a variety of effects. Some weapons are almost useless on certain monsters, but they will mash others. It's a matter of experimenting to find out the game's secrets. Gold keys open paths which are unnecessary to follow. Here there is a gamble to consider. You will be facing needless danger by travelling them, but at the end there will probably be lots of bonus items to collect which will make the trip worthwhile.

THE VERDICT

The Chaos Engine has been long awaited by CD32 owners. I was swept along in the excitement of the floppy version hype, but found the game disappointing when it finally hit my doormat. Bitmap games tend to offer a little of a lot, or a lot of a little, but never a lot of a lot (at this point, the reviewer was locked up and his feet were tickled with a kipper's tail until he explained himself better. Ed).

Er, that is, there are usually a lot of great ideas and meaty gameplay, but not many levels, like GODS or Speedball 2, or not much gameplay and a lot of game, like Xenon II. There are only four worlds here, but at least each has four sections to it.

Not much seems to have changed on the CD32 version. Better title music maketh not a CD game, but no-one in the office can quite decide if there are 256 colours on the screen. The 16-bit version was drab and moody and this version is, too. Sound seems unchanged as well. If this is the case, can the long wait have been due merely to rewriting the code around the CD32's differences over 16-bit Amigas?

There's no doubt that this is above average, but The Chaos Engine doesn't kindle any real fires in my soul, I'm afraid. Die-hard shooting addicts will find its slightly slow pace annoying, but violent map-makers will love it.

THE VERDICT

70

Great potential but not delivered

JUDGEMENT DAY		
THE SIGHTS We can't tell if it's 256-colour	81	
THE SOUNDS Pretty title tune 8-bit elsewhere	71	
JUNKINESS It's playable, but wears off in time	73	
DOSH WORTH Not much use to me	70	

D-HERO

Gremlin Graphics
£25.99

When I was at primary school (Go back and learn to write games reviews about the game. ED), I learnt to read using books like Ladybird Beginners and Janet and John titles. Some of the Ladybird books taught the alphabet. There used to be a big letter on the left and a picture of something beginning with that letter on the right. I wonder how they would have coped with "D is for Disposable" - a picture of a black rubbish bag, perchance?

Because that's what the D in D-Hero stands for. That's right. You are expendable, terminatable, trashable. Disposable. Some hero! In case it's escaped your attention, D-Hero is another shoot-em-up. Yes, I can say the word "another" already, because the CD32 market is well-served with this game type and it's a market which is not even a year old yet.

But hey, Gremlin wanted to release another. So it did. And there you have it. Or don't yet, because I've so far failed to tell you anything useful about it at all. (Yes, that's what I meant. ED) Well, it's set in space (groan), you fly from left to right (groaner still) and shoot a lot (groaner still). Oh, sometimes you find power ups and exchange them for bonus weapons. Sound familiar yet?

I THOUGHT SO

What can set one shooting game apart from another is the quality of the graphics, the sound effects, the playability. Another thing which helps is imagination. If a lot of thought goes into a game it invariably shows through.

What D-Hero initially offers is a rehash of a lot of other shooting games and not much more.

You have your standard-issue waves of aliens dive-bombing onto the screen from above and swooping up from below; you have your quite unusual walking along the floor monsters; you have your tokens with which to save up for extra thingies to bolt onto your flying machine of slaughter.

You have your groovy soundtrack and your groovy effects and your nifty graphics. But what do you have that is unusual? Not a lot actually.

Well, there are the shops which appear somewhere along the route of the level you're liberating. There you can upgrade your weapons, engines and shield systems in a rather pretty and very useful graphical display. You get to see the effects of your purchases before you leave the shop and change your mind if you wish. Handy, that.

Luckily, things get a whole heap better after level one. The end monster is big but, like most of the larger creatures, is fairly easy to defeat. The monsters beyond level one seem to have been created with more energy. Huge talons rip through the wall; large pulsating jars of God-knows-what decorate the landscape, occasionally getting in your way and must be persuaded to move by blasting; the larger monsters die leaving a fountain of evil blood and half of their intestines behind them. Good clean family fun.

2ND OPINION

I love it. D-Hero is what shoot 'em ups are all about. Kicking sound and bright colours. The playability is higher than this year's hemline. The power ups are great. You can customise the ship to your current needs and blast the crap out of everything. It's great to find that little spot where you can hide to kill the guardians (HINT: it's the bottom right corner under his machine gun on the first level, but make sure you've got a grenade launcher thing up top). Wonderful stuff, but maybe a fiver too much.

2nd Verdict:
86%
David Taylor

THE VERDICT

D-Hero is a good-looking game, but this doesn't win it any awards for visual effects. Jurassic Park is not going to be given a run for its money here. Nor are the sound FX any better (or worse, to be fair) than other shooty-in-space games. The soundtrack is another matter. It's really upbeat, pumping the adrenaline around your veins as you stop the adrenaline pumping around those of the aliens.

Playability is just right in 'Normal' skill level. Wimps can go for Easy, while real D-Heroes should try out the Arcade mode. It's a killer! As usual in games like this, I found the backdrops to the action too detailed. This is only a problem when parts of the landscape are solid and kill you when you fly into them. Which happens a lot in this game. How are you expected to watch for bombs exploding on the walls when you're trying to stay alive?

D-Hero is a class shooting game. It's very playable, pretty big and the shops are a nice touch. It scores zero for originality, but so do those parties where everyone gets drunk and takes off all their clothes: they are still a hoot though... Take away level one and replace it with another, better level and D-Hero would be a world-beater.

THE VERDICT

JUDGEMENT DAY

83 /100

Fun for the mindless among you

THE SIGHTS Ordinary on level one, special afterwards	**83**	75
THE SOUNDS Very nice tunes and good FX	**84**	50
JUNKINESS Tough as you want it to be	**80**	25
DOSH WORTH Not a lot of depth for your nuggets	**78**	0

Where are we all coming from?

LEMMINGS

PSYGNOSIS   £29.99

Sometimes a game is good enough to make a company great. With Ocean it was Kong on the Spectrum in 1983; with Gremlin Graphics it was Monty Mole, also for the Speccy. And with Psygnosis it was originally Shadow of the Beast, which looked good enough to sell lots of Amigas for Commodore, but then came Lemmings and made them really successful. I have now written twelve reviews of Lemmings. Is this a record, I wonder? When I was shown a sneak preview of the game before anyone else, back in the days when I worked for Your Amiga magazine, I loved it instantly. Loads of little creatures with green fluffy hair, all marching along and having fun, failing to avoid the hazards: class. Nothing like it had ever been written before. And anything you've ever seen which is anything like could well have been based on Lemmings. It has not only been converted to a zillion other formats, but has also made creators DMA Design a bunch of rich blokes. Which is OK, in

my book, because this project came from the mind of a genius.

GOD

For anyone whose head has been in a box for the last four year and doesn't know, you get to play god to the Lemmings, rescuing them from nasty death at the hands of evil traps, long drops, fire pits, Monty Mole-like splatterers and the dreaded

Time Limit. To do this, you must use the powers which are arranged on a power bar at the bottom left of the display.

These powers either effect the landscape, such as bridge, dig, bash and mine, or the Lemming, like float, climb, block and bomb. What's so great about the game is the depth of the puzzles allowed in such a simple basic idea. Level one is called Just Dig and that's all you have to do. But on later levels (and there are 120 of them, so your hair may be grey by the time you've completed this one), you'll almost certainly have to use every single power carefully, quickly and accurately to succeed.

The Lemmings join the party at an entrance point and must be led to the exit. This may be miles above the 'floor' of the cave, meaning

that you have to find a way to make them bridge that distance: or on the other side of some really tough hazards. On top of this, if you fail to get the required percentage home safely, you have to begin again. This would be pressure enough for some people. Then there's the small matter of that time limit. If you've sussed out a level and are watching the Lemmings marching home with a sense of pride, that may quickly turn to a feeling of panic as the clock ticks away your valuable seconds. Sometimes things can go right to the wire, the screen fading as Lemmings are still boinging their way to freedom.

STANDING ROOM ONLY

AND... yes, there's an AND here! On some levels, the Lemmings are released very slowly, giving you time to use the first few to scout ahead and check out any problems. But on others, they rush through the entrance, crammed together in a juicy, come-and-get-me-traps sort of way. This can make life even more irksome for a hero-cum-god like yourself.

You may wonder why you paid to put yourself through all of this... All the while, dinky tunes burble along in the background. Jingly versions of How Much Is That Doggy in the Window? and other inane ditties will drive you mad after a moment and leave you craving them when you switch them off, while the phrase "Let's Go!" will haunt your few hours of sleep. But, if all is lost (or if you're feeling mean), there is one final twist: the Nuke button. Press this and every Lemming on the screen has five seconds to live before spontaneously exploding. And they take the landscape with them. Lovely!

THE VERDICT

There's no doubting the quality of the game. Lemmings was not popular by chance. It's a brilliant concept and one which deserved to make everyone concerned a fat, lazy slug by a swimming pool. Not that they necessarily have...
But there are limitations with this version. It comes stamped with CDTV on the CD and that's why this was originally made. So it's just a conversion of the 16-bit

game, tunes and all, which is disappointing. Makes financial sense, I suppose and at least A570/CDTV people can play it.
But to get anything like the right performance from Lemmings, you need a mouse. The CD32's paddle is fine for shoot-em-ups but lousy when accuracy is required. Lemmings is hard to play without fighting the control system, which is what you'll end up doing without a rodent.
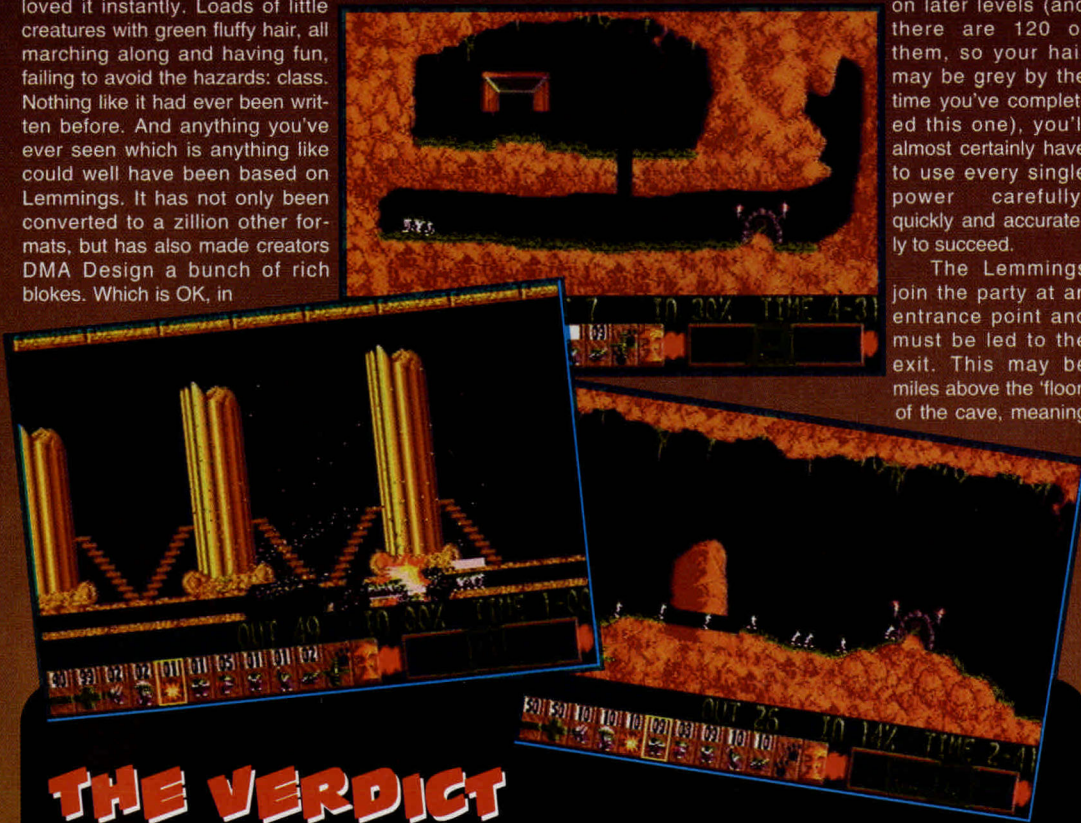
JUDGEMENT DAY	THE VERDICT 90	
	Still a classic puzzler	100
	THE SIGHTS Lemmings are cute!	81
	THE SOUNDS No more please, I can't take it...	68
	JUNKINESS More addictive than money	89
	DOSH WORTH Thirty nuggets well spent	91

BUDGETpack 1 & 2
TEAM 17 $25.99 EACH

These titles may never have appeared for the CD32, had Amiga CD! Editor Ash suggested to the guys at Team 17 that there was a market out there for them. Most machines don't have a budget range in their first couple of years, but the Amiga console is in a unique position. Many of the new titles appearing on the format are straight port-overs from floppy, which means there is a huge back catalogue of games to convert - thousands, in fact. Many are too old to be taken seriously as full-price releases, so budget CD games are with us already.The four games here have all appeared on Team 17's budget label, Classic. Alien Breed Special Edition and Project X were originally full-price games which were improved for budget release, while Qwak and F17 started life in the cheapy section anyway. Question is, do they give value for nuggets at about half the normal price of a CD32 game (if you leave Microcosm out of the equation, anyway)?

F... OFF

F OFFF17 is the weakest game of the four, which is a shame because Team 17 had hardly released a poor game until this came along. While Qwak, with a bit of work, could easily stand up as a full-price

release, F17 never would be able to make it. It's simply miles short of Team 17's quality standards.It's based on games like Vroom and the ancient Pole Position. You race an F1 car around lots of circuits, overtaking other cars and doing everything but

stepping out of your F1, climbing into a BTCC championship car and crashing it (most people know their limitations and wouldn't have a big enough ego to try anything out of their field, but there you go...).I'm not saying any more about this game, because it's bottom paper. Used bottom paper.

Double Bill

Qwak is my favourite game here, so I'll deal with it first. I saw this game about a year ago at the ECTS (European Computer Trade Show) and had to go back for another look. I then went back a number of other times, just to check and finally had to be dragged away after the show had finished, because Team 17 wanted to go back home to Yorkshire.Qwak is a two-player shoot-em-up platform game. Actually, that fails to do it justice: flower power is encouraged and, if you complete levels without resorting to violence, you get bonuses with names like Beautiful Person, Sunshine Person and Rainbow Person. Any All About Eve fans up there
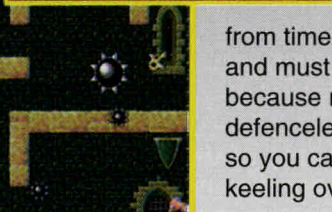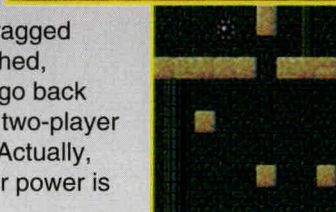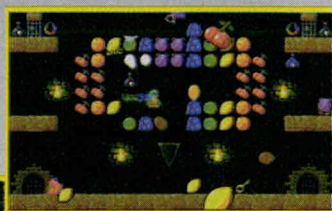
in Wakefield? Violence comes egg-shaped in Qwak. Hit the fire button and an egg flies about the screen. Its colour depends on the power you're currently packing and this changes according to egg potions, which pop up from time to time.Fruit litters the screens and must be grabbed for bonus eggs, because run out of them and you're defenceless. Armour is also available, so you can take the odd knock before keeling over and becoming a Chicken Tonight special recipe. The monsters are almost as cute as you are, while collecting flowers adds a bonus life after a while. Diamonds will also give a bonus if one of each type is grabbed.

Packin' em in...

Amiga CD!

X- TREMELY VIOLENT

Project X in its original form was a bit like dating Grace Jones: a cracking looker in a wild sort of way which turned heads, but much too hard to be endearing. So it hada new

lease of life when released as a budget game, because the levels were reduced in length and the power-ups were left alone after you died. OK, so you lost some of your hard-won goodies, but at least you were left with some chance.Which is where I pick up with the CD version, because it's just

ported from the budget range. Project X is a fun, slick version of the antique Scramble (and I'm showing my age here). You fly from left to right, through wickedly sloping caverns and over strange landscapes and... you shoot things. A lot. Most of
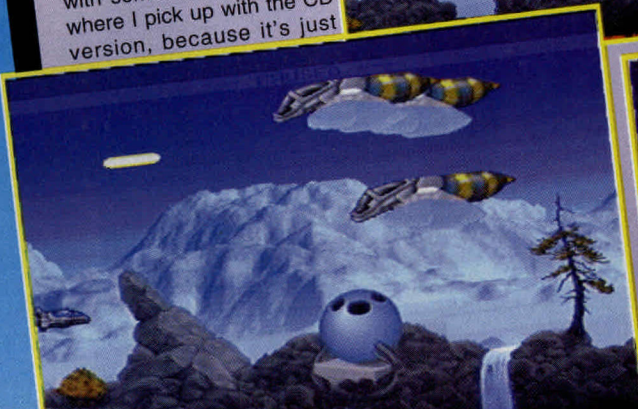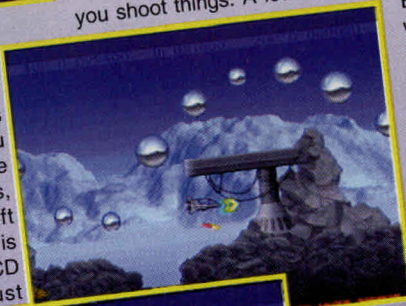
the things shoot you back, so a certain amount of dodging must be done if you're going to make it through in one piece.A fully-obliterated wave of aliens leaves you a token to pick up. Each token moves a highlight along the selector bar at the bottom of the screen, with exotic names like MISSILE and LASER. Hit another button to change to this weapon or upgrade it if you already own it. Eventually, your ship would make even Grace Jones beg for mercy - in time.It's still pretty tough to play, but then, who needs easy shoot-em-ups (apart from Editorial Co-ordinator David Taylor, that is)? (That's rich, coming from Ashley "Wah! Wah! D-Hero is too hard" Cotter-Cairns!)

THE VERDICTS

For me, the best of the bunch has to be Qwak. It's very similar to games like Bubble Bobble and Rainbow Islands (I loved them) and has a lot going for it in terms of gameplay. There are enough levels to keep you hooked and enough continue options to get you through them - with a lot of practise.Next comes Alien Breed. This once was a full-price game and it's very easy to see why. Playability features highly once again, but Team 17's greatest asset is its ability to produce

playable games without sacrificing cosmetics. A great game and still very hard to complete.Project X is also very tough, even in cut-down-for-budget form. It's a pity that this wasn't converted to full-price, because I'm sure Team 17 could have squeezed some excellent effects out of the CD32. It's not as original as the other two (not counting F17) and, when the chips are frying, not quite as playable, but still worthy of your attention.And that leaves F17. This fails to

make the first four (out of four, which is bad news). Fourth place is awarded to Boxit, a game which I invented. You stand the two boxes about three inches apart, on their small ends. Then you tip one over and watch as it knocks over the other in a very short domino type effect. It doesn't last very long but it's more fun than F17.The duo of Qwak and Alien Breed is a lot stronger than Project X and F17. Doshworth for the former is 90% and I award 78% to the second.

ALIEN BREED SPECIAL EDITION
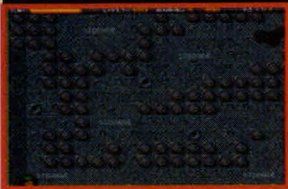
Some bright spark at Team 17 realised that calling this game Alien Breed '92 would make it seem out of date in '93 and beyond. So they re-wrote it, adding extra levels and wotnot, then renamed it. Then, of course, they converted it to CD. And added some more new stuff, apparently.When a game like this comes along, you sit up and take notice. When it's a debut game, you wonder why you haven't heard of the company that did it, then buy their next game. And their next and their next. And so on, until they let you down (F17 being the only example I can remember).Alien Breed is a game based on the arcade classic, Gauntlet and takes a lot of its inspiration from the film Aliens. One or two players can run around a complex, blasting aliens and collecting cash to increase their ability to blast aliens. It's fun, graphically superb and very atmospheric.Every so often, you get to meet a BIG alien and do the business on that instead. Don't ask for a plot - you've already had it. Roll on the conversion of Alien Breed 2.

Ian Wright. Ian Rush. Lots of people not called Ian, like Andy Cole, Eric Cantona and Peter Beardsley. What do they all have in common? They are all paid a lot of money, they all play football and all score a lot of goals. None, to my knowledge, has starred in computer games, but on the evidence of the John Barnes disaster, that's only good for their careers.

Another mind-numbingly uninteresting fact is this: there

STRIKER!

GREMLIN £29.99

are a lot of football games on the market. Almost as many as there were Liverpool strikers on the market about a year ago (OK, that's enough of 'slag off the Liverpool management.' Back to the review, please). And earth-shatteringly obvious fact number three is that Striker has been released to try to cash in on the World Cup, a tournament which seems somehow less important now that England are not going to play in the finals.(Not to the rest of the world. ED) So far, CD32 owners have been spoiled for choice. There's Sensible Soccer, which is half-decent, at least and John Barnes, which is a good deal more than half indecent. Now there is Striker. Can Gremlin qualify for the next round of this tournament?

NOT BLOODY LIKELY

On paper, it has every chance. There are a lot of options available to the players. You can take on a friend or go it alone against the CD32. There are five levels of control sensitivity, lots of options such as wind and pitch type and a whole bundle of teams to play with.

The team's formation and style of play may be altered, free kicks and throw-ins are handled with a flexible control method and the graphics are solid 3D, drawn in a slightly different angle to Sensi's. So far, so good.

The player under your control runs around with a patch the same colour of his shirt on the ground beneath him. If you're playing in yellow, this makes him

look like he's wet himself, which is mildly amusing, I must admit.

You even get to control your 'keeper in penalties and free kicks, which makes a nice change, even if this invariably means that you blunder one into the net for the other player.

There is a very good action replay mode, which may be disabled if you prefer, but if left operative will allow video-like control over the goals scored. This allows for unlimited boasting to your annoyed opponent. However, players who sit and boast to themselves after scoring against the CD32 are extremely sad and should go to the nearest vet's to be put down immediately. Unfortunately, beneath all of these cracking features and well-planned options is... a crap football game. Something had to spoil the party, didn't it?

THE VERDICT

Oh dear. What a miss!. Just when you think a new football game's going to finally knock at least one version of Sensi off its perch, along comes a steaming pile of byte then Striker to disappoint you once again. This one had all the hallmarks. It is fast (and you will be furious if you bought it...): too damn fast. This would not be too bad, but the pitch seems too small because of it.

Gremlin's gone for realism in its graphics here, which is always a mistake with soccer games. The size of the men makes the pitch seem tiny, like playing a five-a-side match with eleven players per side. Kick the ball (or rather, let the 'keeper do it, because you seem to have no control at all as far as I can tell) and it's almost in the opposite penalty area before you know it.

Control is a nightmare. As soon as your eye has picked out a recipient for your latest pass attempt, the computer team has kidnapped the ball again and is putting together a brilliant passing move and probably another goal. There seem to be no skill levels built

in. Play Andorra with Germany and the computer side seems just as strong as it would if the roles were reversed. Sound is quite nice and the graphics don't let the side down either. But gameplay is what makes a good soccer game fabbo, which is why Striker will be relegated without kicking a ball. This makes John Barnes look positively classy. Extremely, bitterly sad. Gremlin, how could you?

FRIENDLY

1 ALBANIA	17 CZECHS	33 KENYA	49 R. OF IRELAND	
2 ALGERIA	18 DENMARK	34 LIBERIA	50 ROMANIA	
3 ANGOLA	19 ECUADOR	35 LUXEMBOURG	51 SAUDI ARABIA	
4 ARGENTINA	20 EGYPT	36 MALAWI	52 SCOTLAND	
5 AUSTRIA	21 EL SALVADOR	37 MALTA	53 S.KOREA	
6 BELGIUM	22 ENGLAND	38 MEXICO	54 SPAIN	
7 BOLIVIA	23 FINLAND	39 MOROCCO	55 SWEDEN	
8 BRAZIL	24 FRANCE	40 NIGERIA	56 SWITZERLAND	
9 BULGARIA	25 GERMANY	41 N.IRELAND	57 TRINID.TOBAGO	
10 CAMEROON	26 GREECE	42 N.KOREA	58 TURKEY	
11 CANADA	27 GUATEMALA	43 NORWAY	59 U.A.E.	
12 CHILE	28 HOLLAND	44 PARAGUAY	60 U.S.A.	
13 C.I.S.	29 HUNGARY	45 PERU	61 URUGUAY	
14 COLUMBIA	30 ICELAND	46 POLAND	62 VENEZUELA	
15 COSTA RICA	31 ITALY	47 PORTUGAL	63 WALES	
16 CYPRUS	32 JAPAN	48 QATAR	64 YUGOSLAVIA	

PLAYER 1- MALTA

PLAYER 2- EGYPT

PLAY OPTIONS QUIT

JUDGEMENT DAY

THE VERDICT

29 /100

The worst CD32 game since Dangerous Streets

THE SIGHTS	Pretty good graphics from a different angle	76
THE SOUNDS	Good crowd noise and player FX	78
JUNKINESS	Unplayable tripe	18
DOSH WORTH	The CD makes a handy coaster	20

FU OF FUR

MINDSCAPE £25.99

Politics.

You think the Rwandan revolutionaries have it bad. With the possible exception of the Amiga CD! staff, the fuzzy creatures in Fury of the Furries must qualify for the finals of the "Sad argument of the year" competition. It's a long story (probably far too long, actually), but what it all amounts to is this: you have to play God for a bunch of little squeaky critters who just need to escape from loads of puzzle-ridden levels. On the way, if they could just do the decent thing and pick up the coins that are lying about, so much the better.

If your instincts for spot-ting a rip-off of a good plot are piqued and you're about to shout "Lemmings!" in an unbearably smug way, hold on a moment. What if I told you that this was a game in which you directly controlled just one creature, in a plat-form puzzle environment, during which time you could transform between different coloured creatures with dif-ferent powers? And what if I told you there were four of these? Now you can shout "Morph!" in an even more hideously proud manner.

SO WHAT?

So what if this game is just a hashed-together mish mash of the best parts of other releases? The music industry has always worked in this way. No-one's really complained about that... Well, I am always one for originality. If a game is fresh and new, I will mark it higher than an old idea that's been reworked.

The coin collecting is very Super Mario, as is the blue creature, which swims underwater in a suspi-ciously plumber-like way. The red creature's concrete-eating habits are

Press the red button and a sticky strand, like Spiderman's web, shoots out and attaches itself to the nearest flat surface overhead. You can then swing using momen-tum and let go, before hit-ting the red button to grab hold again at any moment.

very like the black destroy-er of Morph, while the yel-low's fiery breath is at least a little unusual. But the green creature makes things happen, all right.

Bliss. Why couldn't the whole game be designed around this little guy?

On each level the idea is to make your way safely to the exit. There are lots

RY
THE
RIES

of hazards, such as spiky things, falling concrete blocks and that old favourite, the impossible-to-escape area, so you may find yourself losing a lot of lives. Every life is another failed attempt to complete the game, so in a way each

life is really a chance to continue. Run out and it's game over, old bean.

Big swirly patches of colour will either add or remove a colour on your options bar at the bottom left of the screen. Sometimes you have the chance to become any of the four colours, but sometimes you're limited to as few as a single colour and have to win the others by passing through the swirly bits. Just to make life more interesting, there is a time

limit, but extra time may be found around the levels. You just have to explore: it doesn't always pay to go for the quickest route to the exit.

THE VERDICT

I really liked Morph when I first played it. I liked the limitations of the different states the little boy found himself in: I liked the problems that these caused. Fury is slightly different, as the creatures all have the same basic ability, to run and jump. I enjoyed being able to control them in the air, fine-tuning the landing point after a jump. And, as previously stated, I loved the green fluffball. It was just like playing with your very own pet Spiderman.

But there are a few things which spoil Fury for me. One is the similarity to Morph, which I feel quite strongly about. Another is the annoying music and hideously bad title pages which introduce each level. They are amateurish and cheapen this product. Come on, if you're going to employ window dressing, at least get it right. I'd rather have a black screen with bare text on it than that.

The bouncing is both frustrating and necessary to the game, as it adds an element of skill, making seemingly very simple tasks a lot harder. But I don't think that the mix has quite worked out. After just a few goes, I was getting tired of playing the levels over and over again. I found that the thought of loading up something else was closer to my mind than the wish to progress in Fury, so by then I knew that we weren't going to get on.

But I like the green creature. He's a scream.

THE VERDICT ▶▶▶▶▶▶ 76

JUDGEMENT DAY

This score's for the green creature game

		100
THE SIGHTS Nice cute charaters, boring colours	**79**	75
THE SOUNDS Go away tunes. Spectrum-like effects	**69**	50
JUNKINESS Go, green creature, go!	**74**	25
DOSH WORTH Mindscape's floopy price is welcome	**79**	0
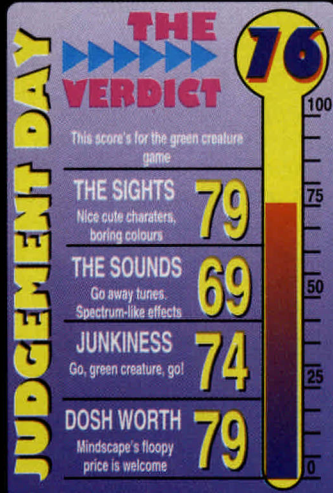
Ivor Blade once worked as a back-street abomination. During that sordid part of this scalpel-happy surgeon's checkered history, he concocted this comprehensive guide to Stages 1 & 2 of Bubba 'n' Stix. Look out, for you may be next...

Blade is

STIX AROUND

Firstly, you should spend some time getting used to the control method. Bubba is an awkward size and shape, though he can scrunch up pretty small to get into tight spots and his long legs let him jump high and far. The most useful skill to learn is the running, which is activated by holding left or right, quickly releasing it and then holding it down again. Bubba will be able to clear Carl Lewis-type distances when he's sprinting.

Stix is also a pain at times. Get used to calling him to you when he's stuck somewhere, as this will be vital in later missions. The timing for throwing Stix needs to be practiced, as there is quite a pause between the button press and the release of the little guy. To stick Stix into a hole, hold right and tap the red button. To hit like a baseball bat, tap the red button while Bubba is standing still. You can also throw Stix when you're in mid-air and he will always home in on you, so you can use this to your advantage. By jumping and altering your position in the air, the path of Stix can be diverted to hit things he would otherwise not go near - another essential part of the game later on.

STAGE 1

You'll need almost all of the duo's skills here, so it's a great introduction to the game. With care you should complete it without too much damage as well.

You start by a tree which follows you to the right, but pretends to sleep if you turn back. With its eyes open, it is vulnerable to damage from Stix. Jump up and throw Stix while facing the tree - if you time it right, it will fly right over him - and turn away. Stix will try to get back to you. He will hit the tree repeatedly until it's killed.

Now follow the path back to the left. Stick Stix into the wall and use him as an extra platform to scale the cliff. Get the bonus blobs. Now walk up to the rock and tap the red button: Stix should lever the rock over the edge of the cliff. It will bridge the gap for you. Jump onto the mushroom and follow it across the gap. You'll find that the rock has become your next platform. Now use Stix in the wall to get to the top and the bonus blob.

Come back and jump onto the small brown platform above the cliff. Get the blob and continue across using the small platforms. It's worth doing this as there are a lot of bonuses to be collected in this way. Watch out for the bomber creature though, as it will sap your vital energy if you don't take care. Continue right, drop from the platforms and kill the bushes and blue spiky balls. Stick Stix in the wall to get up the next cliff.

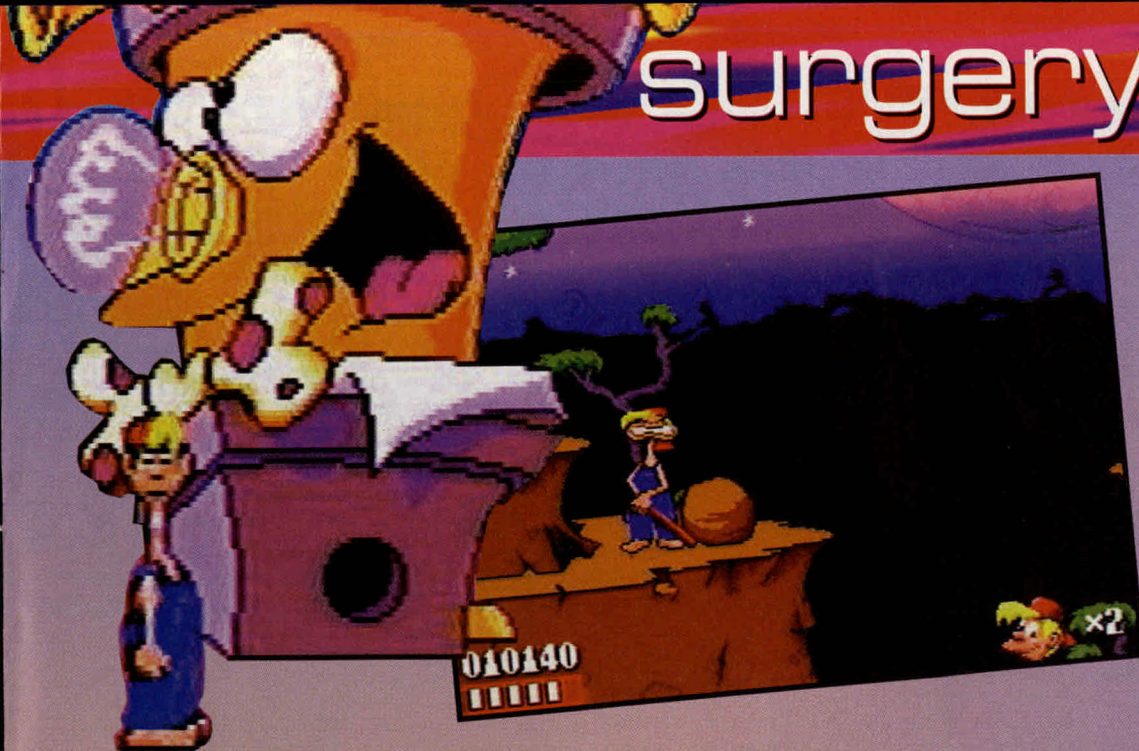Move near to the mushroom (you may have to bounce on the edge just once). The alien will push the rock towards you, but ends up hurting himself! Use the mushroom to get up and jump left onto the small brown platform. Get the bonus. There are another two platforms to the left with a bonus on the last one. Go back and lever the rock. It bounces off of the mushroom to become another new platform. Here, if you don't kill the bomber creature it is going to hurt you, so put aside your pacifist principles, you wimp!

You'll meet more spiky blue things and bush creatures. Kill them to get past and you'll see the arguing creatures. To settle this one, crouch down and throw Stix. The green creature grabs him and bashes the other one on the head, giving you a boost up the cliff. Jump onto the platforms and gather the bonus blobs as before. Duck the alien's laser blast and continue right. Kill the blue spiky balls, but the walking tree you meet this time is your friend. It will follow you to the cliff. Stick Stix into the wall and jump onto him, then leap on top of the tree to get up the cliff.

You'll come to a cliff with a big orange monster asleep at the other side. Jump up and throw

your way (carefully) back to the teleporter.

Stand on the teleporter and throw Stix at the orange lever. This activates the teleporter and takes you to the exit. BUT (a big but), there are four locked doors in your way (life is never simple, is it?). To open them, you'll need to activate four switches around the stage. Let's dissect them one by one.

MILKY MILKY

Go left from the teleporter (this is teleport four, by the way). Jump up the platform and continue left. Dodge the skateboarder as it goes right, but knock it over as if heads back left. Now jump onto it and it will take you very quickly to the left. Let it crash (it looks more painful than it is) and then knock the orange lever to release the walking milk. Yes, walking milk. This will follow you everywhere, so don't worry about waiting for it. Get to the right again and stick Stix into the wall. Wait for the milk at the right of this platform. Don't go too far or Stix will come back to you and the milk won't be able to use him to get up the platform.

Once the milk is safely with you, set the teleporter to switch two (the red knob on the floor changes the teleport number). Now lure the milk onto the teleporter. Stand on with it and throw Stix to activate the teleporter. When you appear, throw Stix at the jelly to stick it to the ceiling. Get over this platform and stick the other jellies to the ceiling too. Crawl past and make your way right. Stick Stix in the wall and jump over the miserable red creature. When the milk follows, the red creature drinks it and cheers up, giving you a springboard.

Jump off of it to the high platform at the left. Knock the jellies to the ceiling again, crawl along. You should de-activate the first lock by moving over the button on the floor. As you crawl left and out, hold left/up diagonal and hold down the green button. Bubba will make it across the gap to the first aid creatures. Drop down and teleport back to number four.

Back!

Stix: this knocks the rock onto the orange monster. It then bounces back and gives you a step up. Now jump from the top of this cliff (use the run option to give you extra distance) and you will land (hopefully) on the sleeping orange creature. Another bomber creature here to cause you more consternation...

The alien appears and shoots you again. But this time, it's a teleporter and you can't avoid it. If you dodge it and run right, you will be taken to the bonus stage before visiting Stage 2.

STAGE 2

Stage 2 is a daunting task at first, but I have managed to slice it up into meaty chunks for you to enjoy. He he he!

You start in a small, blue room. To get going, use Stix to lever the barrel. Jump over it to the left and stick your pointy pal into the hole in the wall (And Stix as well! Ed). Jump onto Stix and then back over the barrel to the right. You'll get sucked through the hole and dumped in a pool of slimy ooze.

Use Stix to batter your way past the green slime creatures that pop up from time to time. Now make your way left and jump onto what looks like a pink

BONUS STAGE

Bubba gets taken to the fair and must collect as many little blobs as possible. Follow the arrows to get out in time, but slip and fall and you probably won't make it to the exit. In this case, just pick up as many bonuses as you can before the clock beats you again.

Refresher, but is in fact a lift. Jump up and throw Stix left to knock the lever. As the lift rises, jump off of it to reach the high platform. Knock the lever with your head and then drop from the platform.

Knock the big orange lever with Stix in baseball bat form. A froggy creature is released. It hops to the right and sits in front of the manhole. Use Stix as a bat again to knock the top off of the manhole. Now hold down right and tap the red button (as you would do to lever something) and Bubba stirs the orangy mixture. The frog leaps into it and you can use his bottom as a trampoline.

Bounce on it to reach the next pink lift which is moving backwards and forwards above you. As you move to the right on it, leap up to knock the lever and keep right held down. You should

land on the raised slimy platform. Batter your way past the blobs of slime and drop down again. You should be by a machine with an orange lever and two lasers. This is one of five teleporters and these are very useful indeed. More of that later.

After all that, I think you deserve an extra life. To get it, you'll need to negotiate a way past the anti-gravity jellyfish. Make your way right. If you hit a jellyfish it swaps gravity, so you can use this trick to knock them from low ceilings and then back onto higher ones out of harm's way. But you'll need, at the far end of this place, to use one. Knock it onto the floor and, as it approaches the place at the right with a pipe and a lever, knock it up to the ceiling again. It will knock the lever and an extra life drops down. Make

Blade is Back!

011240

THE BEACH-BALL PROCESS

Now set the teleport to number three. Teleport yourself and go right when you re-appear. Knock over a skateboarder and use the skateboard as a step up (the skateboard must be facing right and you should jump off just as it crashes into the platform at the right). Make your way up and right until you reach an orange lever. Knock it to let out the beachball. Knock the beachball left and teleport it back to number four. The best way to do this is to get the beachball near to the orange lever and knock them both in quick succession. You should get used to this, as you'll need to repeat this process again later!

Teleport back to number four. The beachball will be sitting right on the teleport, luckily. Set the teleport to number five. When you and the beachball materialise, knock it to the right, avoiding the jelly creatures. The ball should be left under the closed arch shape. Bounce on it until you pass through the arch and are much higher up, standing on a platform.

Knock the jelly creature off of the ceiling on your left. Move to the right and throw Stix at the orange lever on the other side of the electrified floor. Now jump onto the pink platform as it

016450
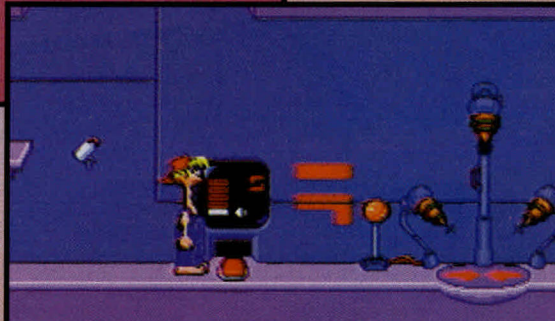
moves towards you. Duck to avoid the low ceiling. Let the platform take you over the other electrified floor and to the lock button. Now get back onto the platform and knock the orange lever to set it moving again. Jump down in the gap, go back to the teleporter and return to number four. Well done.

SQUIDGYGATE

OK. Deep breath... relax... now, go back and get the beachball again. Return to number four and knock the beachball left. You should see some high platforms above you. Bounce on the beachball and jump onto the right-hand platform. Make your way right. Knock off a skateboarder and use it to get to the far right. Here there is another orange lever. When you knock it, you'll release a weird creature which looks squidgy, like a hairy rubber pillow.

016450 **×1**

This will follow you about, moving from your left to your right and back again. It is useful, honest! But you'll have to teleport with it, which means getting it to sit still on the teleport for a moment. Set the teleport to number three and position yourself near the teleport. Knock the squidge when it hovers above it. Then hit the teleport while it's stunned and teleport yourself as well.

Go left at number three and knock the squidge to the ground in front of the platform. It will let you step up on it and jump. Go left (squidge still in tow) and avoid the bouncing orange creature. Use squidge to act as a step on the electrified floor and jump up onto the platform. Put Stix in the hole and make your way up and right. Don't use Stix in the second hole, it's too risky. Use squidge instead at the right of this sec-

ond hole. The next lock is up and left from here and, if you manage to reach it unscathed, you're a better gamesplayer than I am a surgeon. Make your way right, back to the teleporter and jump to number four again.

SLIME BUBBLES

Back at four again with just one lock to go. But guess what? Yes, fetch that beachball again! Don't shout at me, I only work here...

Use it in the same way as you did to get the squidgy thing, but this time go left instead of right. Avoid the green tentacles and knock the lever. You'll release another oddball: this time it's a pool ball with eyes that rolls about from left to right and back.

You can move it by crouching down and cueing with Stix. Knock it back to the teleporter and teleport with it to number two.

Cue it left until it rolls under the platform with the electrified floor. This de-activates the floor. Cue it again, then go over the now dead floor and crawl back under the platform. Cue the ball left again twice. It should now eat the green plant which blocks your path. It is of no more use to you now, as you are beseiged by bouncing orange creatures.

Time your run, then make a break for it to the left. Here you'll see a stack of manholes. Knock the top left one open with Stix and stir it as you did before for the frog. As soon as you've done this, jump up and left to leap onto the bubble, then jump up from it to turn on the lever at the top left. This activates the fans and blows the bubble right.

You'll probably have to stir the goo again to get another bubble. Leap off it to the right (don't be impatient) and you're almost there. Now that you're in a confined space, the orange creatures are much more predictable. Dodge slowly past them and open the final lock!

Lastly, teleport back to number four. The doors will have all opened and the green creature is preparing to send something into orbit! Crouch and throw him Stix to aid his evil deed and you'll get into the next bonus stage: or ignore him and make your way past to the exit for Stage 3.

Amiga Calling

CD 3 2

Andy Eskelson links up his Amiga to a CD 32 and gets into tomorrow's media now.

Well it finally happened, all thanks to the AUI CD32 coverdisk, I went out and bought a CD32 machine. I'm no games player, so I thought that having a 600 megabyte drive not connected to my other machines was a bit silly. So I had a look around and found a very cheap method of connecting the CD32 to the Amiga.

A little adaptor that has a 25way D type at one end and a CD32 mini DIN plug AND socket at the other end, goes under the title of a CD32 Add-On port. This will connect the CD32 to an Amiga or a PC.

The port is a simple serial adaptor and all of the electronics required are built into the cover of the D-Type! By using the twin express software it is possible to connect the CD32 to the Amiga or a PC. The adaptor is equipped with a pass through for your keyboard or whatever.

You also need a CD disk that will boot the CD32 into a Workbench environment and also a mouse for the CD32, some comms software for the Amiga and if you do not already have one, a null modem cable is also required.

The operation of connecting the two machines together is a little long winded, but once you have done it a couple of times it is no real bother.

Quicker

The operation of the system allows you to connect the Amiga and the CD32 together using a terminal program. On the CDPD3 disk the terminal program is Terminus. You need to change a couple of settings before you can do anything else.

Once this is done you start up the comms program on the Amiga and then transfer a directory full of programs from the Amiga to the CD32. These programs are a recoverable RAM disk and the Twin Express program.

Then you open the RAM disk on the CD32 and click on the runme icon. This sets up the a recoverable ramdrive within the CD32. You can then reboot the CD32 and it will boot from the recoverable ramdrive rather than the CD. This is a lot quicker and it enables you to change CD disks!.

There is not really all that much else to say about the system. Once you have the recoverable ramdrive installed, all that you do is run Twin Express on both machines and that's it.

You can then reboot the CD32 and it will boot from the recoverable ram drive rather than the CD.

Twin Express is not a very nice program. It is a very good program, but it is totally CLI command driven. This is because it is available for connecting PCs to the Amiga as well.

Network?

It is fairly small and very fast over the serial link. I found it a little awkward at first, but like all things you soon get used to it. My next project is to find a method of installing some sort of real network link to the CD32 so that it appears as a normal device on my Amiga.

The CD32 is a super games machine and a very good CD player, but connect it as a CD ROM drive and the collections of software that you can have access to is enormous. There are several CD collections already available and more planned. The Fred Fish collection of PD and shareware is being made available as a CD ROM so it is most definitely the media of the future.

Info:

Price £29.99 (adaptor)
£ 2.00 (software)
£19.95 (CDPD3)
£ 9.95 (null modem cable)
Contact:
Brian Fowler Computers Ltd.
11 North Street, Exeter,
Devon EX4 3QS
Tel: 0392 499755

Ratings

Features	100%
Speed	100%
Ease of Use	80%
Documentation	100%
Performance	100%
VFM	100%
Overall	97%

Oh Lordy Lordy, it's another issue of your favourite CD32 mag (and let's face it, there aren't many REAL ones about, are there?) and they have kindly asked me to preside over the letters again. So I gave a few mighty thrusts of my sacred letter opener and here I am again. Over to you.

PATIENCE IS VIRTUOUS

I bought my Amiga CD32 just a week after it became available in September from my local Commodore centre. I was delighted to find your mag in the box, which gave me something to look at after I got bored with Diggers and Oscar. I'd like to say to all those people who have bought a CD32 or considering it, it's the RIGHT CHOICE THERE SIMPLY IS NO COMPETITION. The 3DO has flopped in America, it will flop here also because 1) It's too expensive, 2) The games are too expensive and 3) A lot of people are getting bored of waiting. Blah Blah Blah... Also, I did this on my PC at work. I thought you might like to print it.

James Pearson (age 18)
Wigston Fields, Leicester
PS Sorry that this letter is too long and... Blah Blah Blah

REV SEZ:

Jesus (whoops), some people just don't stop talking! You rambled on for pages... but in answer to your kind letter, the Lord favours those who deliver their promises. The launch of 3DO in the UK has been put back AGAIN until September... but your comments are true. Let us say a prayer for St Trip Hawkins, the father of 3DO.

JIMBO AND THE JET SET

The Amiga CD32 is fab! And we are all waiting for TFX, Inferno and Rise of the Robots to show what it can really do! I have the free CDs. Although film footage on disc 2 was crap but all else was brill! I've been buying single CD cases to put them in (20p each). Yes, the entire intro to Liberation on an *AUI* disc would be fantabulous! I suggest some company makes blank cardboard CD cases so we can label them for your CDs. More graphics and animations as opposed to stills. And the future... an Amiga CD64 in a black box (sexy), not grey with more memory to save games with. Bye for now...

El Jimbo
Bath, Avon
PS When can I meet Catherine Zeta-Jones?

REV SEZ:

Rise should be around for Autumn, Inferno and TFX are due any month now. I wouldn't be surprised if they are also withheld for the Christmas party. We looked into CD cases, but would have had to charge £29.95 per issue of the mag if we added them, so we declined politely...

TIP OFF

First of all, I would like to congratulate you on a superbly put together magazine and thoughtfully compiled CDs.
Now, down to business: I have found out a money-saving tip for Liberation on the CD32.(See page 20 for the tip)I hope this is of use to someone and wish you the best of luck with future issues of the magazine.

Adrian Collinson,
Hull, North Humberside

REV SEZ:

Thanks for your kind thoughts. In the dark side of our empire there lurks one who practises sins of the flesh. He is Doctor Ivor Blade, an evil-minded surgeon whose motto is "If it ain't broke, fix it anyway" and he is in charge of the tips. I have passed it onto him, but for future reference the address is IVOR BLADE (AND I'M NOT AFRAID TO USE IT), AMIGA CD!, 52 GEORGE STREET, LONDON W1H 5RF. Rumour has it that the best effort each issue gets a donation from the CD poorbox... so get writing.

LETTERS, PRAY, 52 GEORGE STREET, LONDON W1H 5RF.

BROKE BUT HAPPY

I am very poor and have had to sell my Super NES, CD-i and PC Engine AND all of the games for them to buy the CD32. So, I was wondering when the price of games is going to go up. I mean, you can't take them seriously, can you, when they are less than thirty quid a throw? Microcosm is a more promising title. It cost nearly £50 and disappointed me completely. This is far closer to what I'm used to, but when will more games start appearing which do this?

**Sadhum Hapia
Llan-Qewkijljjhcccjhttr-ap-Xkddyttsuhvv, Wales**

REV SEZ:

Blimey, you are sad aren't you? I have this small but useful bridge which I'd like to interest you in... by the way, HOW do you pronounce that town name?

IMPOTENT?

Last December I bought an Amiga CD32. I have no gripes with the actual machine but with the lack of decent software for it. True, more software is filtering through now, but it's still mostly junked up A500 rubbish. I mean, what's the point of having a machine capable of so much when you have near exact copies of A500 games with flashy intros and CD sounds?

I bought Sensible Soccer and it's the same as an A500 version with slightly better sounds, but I can't save my position or save and edit teams, unless I do it to floppy disk. And... WOT NO HIGHLIGHTS?!

It's damn embarassing when my friends have EA Football on their pooey Megadrives and not so bad SNESes and I have a games console that's just not on a par

with 16-bit games consoles in terms of software. Maybe TFX and Frontier will help to relieve the pain (when they actually get in the shops) but I hope things improve soon, for Commodore's sake.

**Robin Cousins
Canterbury, Kent**

REV SEZ:

Wot a winja! In fact, your letter hits right at the heart of a very important matter. Your criticisms are true. But who is to blame for this? Commodore, for not letting software companies have access to development kits until early 1993? Software companies, for not developing more aggressive titles which use the hardware to its full? Or CD32 owners, for not waiting until the market was right for them to buy their machines?

All I can say to you is that your patience WILL be rewarded - eventually. Trouble is, the 16-bit machines have been around for an age. When the SNES and Megadrive came out, the ST and Amiga had been about for years. This let programmers get to grips with the concept of 16-bit.

Going back deeper into history, no really great 8-bit games appeared until five or so years of Spectrum development had gone by. So it may be that there is a wait of as much as two years before we see what the CD32 is REALLY able to do. By then, owners of 3DOs and any Jaguars that appear will be writing letters like yours to magazines.

I'd like to see conversions (yes, that word again) of more interesting software. Where are the intelligent games? What about Railroad Tycoon, Dune II, World Class Cricket, Sim City 2000 or Syndicate?

There are a lot of older CD32 owners hoping that their prayers will be answered. Thanks for your comments, Robin, but get back into training. Without Torvill and Dean, we need you at the next Winter Olympics...

HEARSE BACKWARDS?

I looked at your mag *(Thanks very much for your effort. Ed)*... it's rather short and I thought you could do with some advice. *(We're just going to get on famously from here, I can tell. Ed again.)*

1) Starting with your reviews, I reckon you should included playability, addiction, presentation. It's all arse backwards with you! (no ofence).

2) Second, expand letters section - there's a lot of people who want quearies, problems solved.

3) With the amount of info a CD can hold, I say you should save a few hundred trees and put all your mag on a CD. We're all not gamers who want free games, demo's ect. all the time make a change... but then you've got the people who have not got a CD32 + cant play the disc so you should included a free CD32 with each mag...

4) Also I must included there are no TIPS SECTION - really you should included a few tips even if there room solutions for D/Gen or level codes for Lunar-C or Mean-Arenas or hints for liberation (by the way I own all thece so really Im hinting)

Good luck on your quest for great magazines

**Gary Davies
Pen-Y-Cae, Swansea**

REV SEZ:

I'll answer (through gritted teeth) each point in turn. 1) Playability and addiction come together under the banner of Junkieness. Presentation and The Sights, or graphics, are really the same thing, you know.

2) I agree, the letters section is duly expanded. I've chased the bats out of my belfry to make room.

3) I like your point about a CD-only magazine. You do in fact point out the weakness in the cunning plan. How do non-CD32 owners see their mag?

4) Doctor Ivor Blade has already opened his surgical

bag and started hacking, so worry no more. As for D/Gen, we've already featured tips on this in the last issue - or didn't you spot it during your 'look' at the mag?

By the way, I printed your letter in its original form. I have looked at your letter and I thought you could do with some advice. "Include" is the future or present tense, "included" is the past tense. Apostrophes are very useful in words like "I'm" and "it's". "Offence" has two fs and the only place you'll find "quearies" is down at the docks on a Friday night... so I've heard. If you read the mag instead of just looking at the pictures in future, you may learn something... who knows, Lord?

DISKUSSION

Please could you answer the following questions?

1) Can I use any normal Amiga disk drive on my Amiga CD without the SX1 expansion module for games such as Sensible Soccer?

2) If not then how long will it be until a special disk drive is released?

3) Are you going to become a separate magazine from Amiga User International (because people like me who subscribed to both magazines are annoyed because I could have purely subscribed to either/or and still would have got both magazines)?

4) Are the following games going to be released on the Amiga CD, if so when? The Sensible Side of Soccer, Cannon Fodder, Mortal Kombat, Street Fighter 2, Lord of the Rings 2?

**S. D. Stamp
Cartmel, Cumbria**

REV SEZ:

1) No, you'll have to buy the SX1 addon I'm afraid. A rather costly way to save teams for Sensi!

2) How long is a piece of string? I can't tell (or rather no-one can tell me). Yes, I can. It's twice as long as when it's bent in half. Thank

you, Victoria. ED)

3) There are plans afoot. I can say no more then this: watch or smell this space. Anyone who subscribed to both has only been charged for AUI, not both and will receive a credit and so a longer subscription for Amiga CD!.

4) The Sensible WORLD of Soccer (as I thought it was supposed to be called) is due in the Summer, Cannon Fodder is not planned as yet, while the others I couldn't give a communion wafer about to be honest. No plans are announced for those as yet.

THE A1200 QUESTION

I got a CD32 for Xmas and was very happy with it. I was also very pleased with this mag and the CD on the front. I've written this letter to ask a few questions I need answering.

1) When roughly do you think Rise of the Robots will be out and how much will it cost?

2) I want to make my CD32 into a computer. I know of the SX1 leads which enables the CD32 to have a disk drive and keyboard addons, but would the CD32 with the extras be as powerful as the Amiga A1200? The CD32 is basically the same, is it not? Or would it just have Amiga A500/A600 capabilities? I already own an A500, also would I be able to have a hard drive?

3) I have tried to my peril to get hold of Trivial Pursuit. It's not in any Coventry shops I've been into and I've seen no mail order notices featuring it. I love TP the boardgame so could you help me?

4) The Mega CD is utterly naff, crap, etc. Do we agree? Has the CD32 not overtaken it by a mile in machine sales? Then why does the Mega CD have so many bloody FMV games for it and new PC games being converted to it, while the CD32 has duff old A500 games converted with better sound? Open your eyes, the CD32 technically craps on it, so more specific CD titles for CD32 now!

**Paul Vail,
Stoke Hill,
Coventry**

REV SEZ:

1) Rise of the Robots has been put back until September to take advantage of both the Xmas market rush and Time Warner's marketing money. Price is yet to be announced, but I reckon it will carry a Microcosm-sized ticket...

2) The CD32 will DUMP on an A1200 if armed with the SX1. Basically, you would have an A1200 with a CD drive attached. This means you could use a hard disk, keyboard, floppies etc. as with an A1200 and access the CD drive of the CD32 as another drive icon.

3) TP is available from your normal games outlets. If you're still having trouble finding it, I'm sure that Domark will love to take your calls with a credit card number... Its telephone number is (081) 780 2222.

4) I agree. Nothing short of purgatory is going to save the Mega CD. The reason that more games appear on the Sega format is that Somebody, not Sega, OF COURSE, pays companies lots of money to release them. Pay us enough and we'll produce an original game for the CD32 as well.

OH NO, IT'S GARY AGAIN

Ever since I bought my first console my mind has been seeking knowledge (which I care not to mention the name to avoid embarresment) Yes, that machine was crap. But now I have a CD32 and again my knowlage is seeking for further facts, so pleace answer my questions -

1) Will Thunder Hawk be coming out on the CD32?

2) I heard of a new arcade called Super Street Fighter Two, will it be appearing on the CD32?

3) Are Electronic Arts going to market for the CD32?

4) Will I be able to increace my memory and if yes when?

5) When will inferno come out?

6) Will TFX be exactly or simular to inferno?

7) When will Syndicate be released?

Thanks for your time and I hope you have shun your light on my problems.

**Gary Davies,
Pen-Y-Cae, Swansea**

REV SEZ:

Do you just write this stuff to entertain everybody? Again, published in its original form for a chuckle or two.

1) Don't think so.

2) Nope.

3) E/A has already published The Labyrinth of Time. It may go to market for some fresh fruit at a later stage.

4) You may be able to increase your memory with special classes, but I'd work on my spelling and punctuation first if I were you.

5) Inferno is due out in mid-1995.

6) If TFX and Inferno were identical, Ocean would probably not be able to get away with releasing them separately. Someone might notice and be upset.

7) There are no plans to release Syndicate yet.

My advice is to stop chasing those sheep. The Lord is my shepherd, I shall not wait...

QUICK

Just a quick note. C sharp.

Name and address withheld

REV SEZ:

I couldn't publish his address. The police would have known who went round and stabbed him with a letter opener then, wouldn't they?

That's your lot. Keep those letters flooding in. The address is LETTERS, PRAY, Amiga CD! 52 GEORGE STREET, LONDON W1H 5RF. From next issue, there will be a prize for the best one printed...

ON THE COUCH
WITH DR IVOR BLADE

Why, hello again. Persistent, are you not? Finished with the playing guide to Bubba 'n' Stix already? Well, sit down on my couch. Watch out! Oh dear, you've sat on a syringeful of anaesthetic. Don't worry, this won't hurt... you'll feel a little sleepy, then - poof! Out go the lights and I'll probe your psyche. VERY gently, of course. I don't want any marks to show.Any problems swimming about in your mind will be easily visible to me. Of course, there is another way to go about this... you could just drop me a line. The surgery is open for business. If you have any problems you want dealing with, be it how to get out of an elevator or how to trash an alien, write to me at the following address:

THE SURGERY SPOT, AMIGA CD! MAGAZINE, 52 GEORGE STREET, LONDON W1H 5RF

Also I want to hear from anyone who has any advice to help others. Maps, cheats, hidden doors, codes, walk-throughs of levels... send them all in. There will be a prize for the best one we publish each month, so your hard work could be well rewarded. Get cracking and remember, a murder a day keeps the Doctor extremely busy with his stitching kit.

WALLET STRETCHER

I'm all for saving cash on sundry expenses, in order to afford plastic surgery in later life. If you're interested in the long-term easy pay plan for nose jobs or breast implants, drop by my surgery sometime to discuss it... however, if you're a Liberation fan and want to save some credits, ADRIAN COLLINSON of Hull may have something to interest you.

"If you are asking someone for information about Toyogon, when they tell you that it'll cost you, get yourself to the menu which gives you the option of beating them to a pulp (Ooh, lovely - Doc). But instead of threatening them or coughing up the readies, just tell them that you'll have to think about it (or whatever the third option is) and they'll give you the information every time. This

doesn't cost you a bean!"

Great stuff Ade. I'm sure that will help a few miserly roleplaying fans afford an extra round of ammo or two somewhere. Thanks for writing and send any other tips you might have later on.

WIMP TRAVELLER

From time to time I see some cases which are really hopeless. These days, we can sew almost anything back on again, with the possible exception of the head, with a reasonable chance of success. However, in the following letter, the sad MICHAEL RAWSON of Sheffield is so far removed from coolness, street cred and games playing ability that I'm afraid I'd prescribe a quick, semi-painless injection...

"I have a problem concerning Labyrinthe of Time, ie. I'm stuck. The doors I need to access are:

Combination door in the hotel

Room 15 in the hotel

The door in the train car

The door in the Cretan palace (shouldn't that be cretin? -Doc)

Both doors east of Ziggurat

And how to get over the bridge platform.

"I have been walking from room to room for days now and I cannot find anything to help me get through. I won't go through my inventory as I have twenty-five items and I've only managed to put the newspaper down. Please help as I am having terrible nightmares about lightbulbs.

"PS You are having a problems page aren't you?"

Of course, we are Michael. You're one of the first stars of that page. Relax, take a deep breath. Empty your mind... now I want you to picture - a lightbulb factory! Sorry, couldn't resist that. Your questions are too lengthy to answer in this space, so I'll ask you to wait for the next issue, when we'll publish a full playing guide to Labyrinthe of Time. Keep taking the tablets.

MEGA MICRO

Some of the prettiest things are among the most rotten. I am referring to those sad old ladies who, in trying to cling to youth, spend millions on surgery to make them appear less old. We don't believe this list includes Kim Bassinger, Joan Collins, Ivy off of Coronation Street, Michael Douglas and John Major, but we know a man who does. As you can tell, these operations have a limited chance of success. Like Microcosm, which is beautiful beyond belief but has little meat on its bones. Bones which have been ripped to the marrow by M. DAVIDSON and A. JONES of Cheltenham.

"Start the game and while playing pause the game. Pressing either right on the joypad or the green button will give a high-pitched note (you'll need to experiment with pressing the other buttons to hear the diference).

"Now follow the directions below and you will have infinite energy, but all in-game animations will be in black and white.

"If the right on the pad is highest pitched, press the following in this order:
RIGHT
GREEN
BLUE
YELLOW
DOWN
DOWN
BLUE
DOWN
RED
BLUE

"If the green button is the highest pitched, this is the method:
GREEN
BLUE
YELLOW
RED
YELLOW
DOWN
GREEN
RIGHT
RED
UP"

Wow! I want to know which university you took your PhD at. How did you work all that out? It is very impressive. I hope that gets people out of (or into, I suppose) some holes.

Well, that is your lot for this month. A slow start, but keep writing and I'll get my tools sharpened especially for you. Good luck.

WIN THE SHIRT OFF THE EDITOR'S BACK!

Here's Ashley as he first appeared to the masses - what a shirt!

Ash's second trip to your screens was a little more tasteful.

Yes, it's true. After just two interactive magazine CDs, the uproar caused by Amiga CD! Editor Ashley Cotter-Cairns' Hawiaan-style shirts has rocked the publishing industry. Ashley has been unable to leave the building without being HARRASSED by scores of screaming young women (and whispering young men too!), Defrocked by fashion designers looking to copy his exclusive designs and lobbied by representatives of the Noise Off Shirt Abatement Society.(NOSAS)

When the Managing Editor went out to placate the baying crowds wearing a sombre suit with a paisley tie, he was MOBBED. Riot police were eventually called and a substantial reward is being offered, to anyone contacting us with details of the whereabouts of Ashley's boxer shorts.

What is this all leading up to? Will any of it make sense? Do you care very much if it doesn't?

WIN A SHIRT

That's right! You could be the proud owner of one of the three shirts featured in the editorials on the Amiga CD! interactive magazines. All have been personally worn by Ash, sweated on by Ash and (in the case of the shirt seen in the first CD editorial), puked on by Ash during his stag night (sorry girls, the man is a-taken). Don't worry, the shirt will have been washed by the time you receive it even if it hasn't been yet!

Ash might even sign it for you if you ask nicely and you'll also get a letter of authenticity, assuring its value in the future when he's even more incredibly rich as well as even more famous.

To remind you of the wonderful shirts at stake here, Ash will describe each of them in turn and name the most outrageous thing he ever did while wearing it:

SHIRT NUMBER ONE

This is my all-time fave. It's a shirt given to me when I was sacked from my first job in journalism, way back in 1909. It's survived pretty well considering I've had it so long... It's a cream base tone, with neon-ish Mexican hats, trumpets, guitars, playing cards and what look like donkies, but to be honest I can't be sure. I've never seen another one like it (Say no more Ed), so it must be pretty exclusive. And yes, I'm afraid that I was sick down the right arm at 2.20am after my stag night.

Appropriately enough, I had eaten a Mexican meal and got smashed on Tequilla Slammers among other beverages, so the chunks fitted the general theme of the shirt. It all came out in the wash, though. So did the signature of a rather nice lady who used to work with me before I was made assistant to the rebel chieftain Pancho Villa - no relation to Aston Villa - way back then... but that's another story.

SHIRT NUMBER TWO

This is far more tasteful. It's a sort of reddish basic colour, with scenes of Hawaii on it. I know that it's Hawaii, because there are the Native rowers from the beginning of Hawaii Five-O. There are also large flowers and leaves on it in tasteful blues, greens and browns. This shirt is a lot less likely to make you feel sick than shirt number one. (Or to be sick on. ED)

The most outrageous thing I ever did in this shirt was wear it to a gentleman's club, which insists on a smart level of dress. It must have done something for my confidence, as I knocked in my highest ever break of 47 that night. A shirt to achieve in if ever there was one, as featured on cover CD number 2. And only one and a half million readers asked for their money back because of it! (But that's another story too. ED)

SHIRT NUMBER THREE

This one's a much more subtle ploy. It's a completely black base, with short sleeves. The clever bit is that it is plain except for the front, like wearing a waistcoat. So someone may approach you from behind, tap you on the shoulder to ask directions and run screaming as they see the surreal patterns on the front. (We do! We do! ED)

Yes, this one's a weirdy. There is a sort of jungle/Batman Returns type scene with what looks like a vacuum cleaner head bursting out of the middle. Very odd indeed. It's also tasteful.(WHAT? TASTEFUL?!! ED)

From a distance, you can even appear normal. (No, you can't! ED) It's only close up that people realise there's something badly wrong with your psyche... by which time they are well within biting distance. As for the most outrageous thing I ever did while wearing this - well, my wife wouldn't like it, put it that way. (Are you sure? ED)

SO, we hear you cry (No, don't cry!) I'M GAGGING FOR ONE. WHAT NEXT?

See a doctor.

No, seriously, all you need to do is send in a postcard or a sealed envelope with the answers on the back to the following questions:

1) WHAT IS YOUR NAME?

_____

2) WHERE DO YOU LIVE?

_____

_____

This month Ash surprises people with a cunning shirt.

3) HOW OLD ARE YOU?

_____

4) HOW MANY ISSUES OF AMIGA CD! HAVE YOU READ (1, 2 OR 3)?

_____

5) WHICH SHIRT DO YOU WANT IF YOU WIN (1, 2 OR 3)?
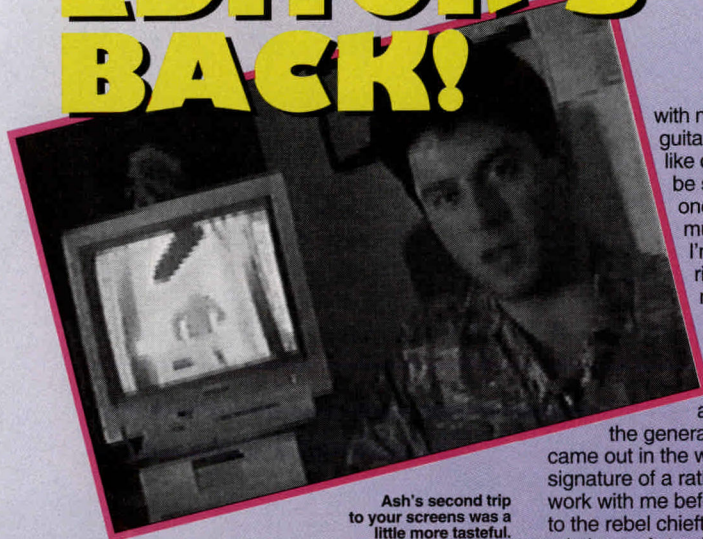
_____

6) WHAT IS THE CAPITAL OF HAWAII?

_____

7) WHICH ARM OF SHIRT NUMBER ONE WAS ASH SICK DOWN? (YUK!)

_____

Entries on a postcard or written on the back of a sealed envelope (containing a £50 note?) must reach us by September 30th 1994 to:
Ashley's SHIRT RIP-OFF Comp
AMIGA CD! MAGAZINE
52 GEORGE STREET
LONDON W1H 5RF
Please, don't be greedy. Only one entry per person. First one drawn wins their choice of (clean) shirt as featured in the list above and a letter of authenticity. Ash may even iron it for

They didn't join *Dateline*

Maybe that's why they're extinct

New theory suggests that the reason dinosaurs became extinct 65 million years ago is due to misunderstanding of, and their suspicion surrounding computer dating. But the evolution of humans and the advancement of technology has proved this method to be the most successful way to meet people.

DATELINE BRINGS PEOPLE TOGETHER

People who meet through Dateline tend to form long lasting relationships – and you don't have to be prehistoric to join. Whatever your age, social background or geographical location, Dateline is a fun, affordable and exciting way to meet new people.

Whether you are looking for new friends or a partner for life, Dateline could be for you

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FREE

Please send me in total confidence and without obligation:
♥ my compatibility test
♥ a full colour guide on how
♥ Dateline can work for me
♥ my copy of "All You Need is Love"
(Please enclose three first class stamps)

1. My sex is: Male ☐ Female ☐
My marital status is . . . .
My age is . . . .
My height is . . . .
Occupation . . . .
I would like to meet people between the ages of . . . and . . .
(Please write clearly in block capitals.)
First Name . . . .
Surname . . . .
Postcode . . . .
Address . . . .
. . . .

2.Tick ✓ those characteristics which best describe you. Are you:
Warmhearted ☐
Serious ☐
Considerate ☐
Shy ☐
Romantic ☐
Fashionable ☐
Practical ☐
Conventional ☐
Reliable ☐
Adventurous ☐

3. Tick ✓ those activities you enjoy, put ✗ against those you dislike, and leave blank where you have no preference.
Wining/Dining ☐
Pubs ☐
Sports/Keep Fit ☐
Politics/History ☐
Reading ☐
Travelling ☐
Science/Tech. ☐
Cinema ☐
Pets/Animals ☐
Pop music ☐
Jazz/Folk music ☐
Classical music ☐
Theatre/Arts ☐
Watching TV ☐
Smoking ☐
Drinking ☐
Children ☐
Homemaking ☐
Gardening ☐
Countryside ☐

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Amiga CD! Magazine

No.3

You can swap this CD for SuperDisk No.40

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7 Great Game Demos .. 9 Full Games .. Live Video Game Reviews .. Amazing Graphics .. Pop Music .. Film Trailers and More!
The Real Amiga Multimedia Experience!
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COMPACT
disc

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CD1200
The Drive Arrives

AMIGA

Amiga CD!
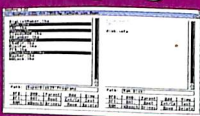### The Interactive Magazine

A4000 Tower
The New Powerhouse

GREAT DISCOUNT OFFER INSIDE!
PLUS
Magic Lantern, Fed-Case, Toccata Board, Amiga Comal and all you need to know about Data Storage, Internet and the 1200.
Three CD32's To Be Won!

This is it, the third and most brilliant multimedia Amiga CD coverdisc ever, giving your CD32 the chance to stretch itself. And for all those CDTV and A570 owners who have been left out in the wilderness, an end to all the weeping and wailing and gnashing of teeth; this disc has been specially designed for you too! Another Amiga CD first! Michael Rumbelow leads you through the goodies.

This month's disc is a multimedia banquet of video clips, playable demos of the hottest entertaining and informative CD games, eye-opening editorial in full colour moving video, great PD games, gleaming computer art and scorching music.

CD32

Even though the amount of stuff on this month's disc is bigger than Gondwanaland, finding your way around is as easy as riding a trike down a hill thanks to the simple interface: with colour pictures, sound and pop-up help at every stage.

Demo Games

When the coverCD boots, the screen will go black for several seconds, then a screen selection of demo games will come up with instructions on how to start them. These demo games were so huge that they wouldn't fit into the main section of the CD, so they have a special screen to themselves. As it says, wait for the screen to disappear and the buzzer to go and then press the red button to play the red-bordered game - Body Blows, the yellow button for the yellow-bordered game and so on, or the black 'video play' button to for Heimdall. In case you miss them when they appear:

Fire and Ice: Green button
Banshee: Yellow button
Body Blows: Red button
MicroCosm: Blue button
Heimdall: black video play button

If you don't press a button within five seconds the CD automatically moves on to the editorial section and into the main menu.

Main Menu

On the main menu are six buttons, each clearly illustrated with a large picture, no need even to read.

"What's on the menu"

Video

"Fabulous video"

Press here to see any of three video clips featuring the amazing Ashley Cotter-Cairns as well as two less illustrious up and coming celebrities, Clint

Eastwood and Jacques Van Damme, in their latest video releases. To play a film trailer select it and press the special 'Play video' button (the black rubber one left of the red button). CD32 owners without an FMV cartridge for playing videoCDs may not have used this button much yet, but with FMV prices slipping and a host of new videoCD releases and other multimedia video applications on their way it should soon become familiar. Warning: to avoid eyestrain and possible damage to your monitor it may be advisable to turn down the brightness and colour controls when viewing Ashley's shirt.

"Unique AmigaCD Editorial"

Games Review

In this section the Amiga CD special games review force try out three of the latest CD32 games releases: Disposable Hero, Fury of the Furries and Labyrinth of Time. Again use the black video play button to view the clips. Includes live footage of very experienced but still fresh Amiga games experts, the 'thirsty threesome' Ashley, David and Sajid said playing the games

and full screen footage of live gameplay. You'll have to reset at the very end of Ashley's game score. (The computer doesn't like his shirt).

PD Games

"More PD than will fit onto one screen"

The 9 PD games are spread over two screens: move between the two by pressing on the on-screen arrow button. To play a game simply move to the one you want and press the fire button to start. The only exception is Klondyke, which works best with a mouse: once you have chosen the on-screen Klondyke button, you then need to click the left mouse button to start. If you don't have a mouse you can still play with the joypad, but you have temporarily plug the joypad into the mouse socket on the CD32 and press fire to start, then plug it back into the first socket to play the game. To exit the games reset the machine.

Here is the full PD game selection:
Bob's Garden - Similar to the old

Amiga CD! No.3

arcade game Mr. Do. Dig around collecting apples and shoot anything that tries to stop you. A perennial gardener's favourite.

Depth Charge - Blow up submarines.

Descender - Shoot abstract shapes.

Digger - Dig around shooting anything which tries to stop you. Considered a close contender with Bob's Garden as the best PD game on the disc in gardening circles.

Klondyke - Card game with pictures of sexy ladies on the cards. Not PC, but PD.

Tetris Pro - A supercharged version of the old Russian brain-twister.

Deluxe Galaga - Superb Galaxians clone.

PB Switch - Australian tactical puzzle game.

Xmas time - Christmas theme platform game. Not many shopping months left now.

Credits

In this section you can find out just exactly who was responsible for this trail-blazing innovation in multi media magazine publishing. Private phone numbers for complaints may be supplied on the next CD.

Demo Games

"Labyrinth: quite scary. Play it with the light on."

Yet more demo games: here we have managed to fit a couple into the main section of the CD. Fully playable demo versions of Donk! and Labyrinth, two of the best games out for the CD32. The other five on-screen buttons are reminders of the demo games available at the start of the disc.

Gallery

Here is a conoisseurs' collection of Amiga-generated art. From weird space scenes to weird abstract 3-D blobby shapes and back to weird space scenes again, take a trip around the virtual universe of the Amiga's graphics.

"The finest Amiga art"

Music

Exclusively featured in this month's Amiga CD is the latest track from SuperCirqus. Best loud.

Techy Corner

For those CD32 users with a peculiar penchant for white coats, disshevelled hairstyles and constructing fully functioning home-made time machines in their spare time, we have included a special Techy corner. So that standard video games players don't have to worry their pretty little heads about programming we have put this part in a hidden section accessible only with a special code. Press the green button, then the blue button, then the red button then the yellow button to arrive in techy corner.

The main point of techy corner is to enable computer users to load software off the CD onto hard disk or into RAM of another Amiga to use for their own purposes. To make the most of it you will need as a minimum: another Amiga, an adaptor socket to plug into the CD32's serial port, a null-modem cable and some kind of Comms program like TwinExpress. There should be a more comprehensive techy facility on the next CD, some of the programs like Access on this month's edition are a little wobbly and tend to crash, but for those who wish to have a taste of what's available, here are the instructions for seeing what software delights are included:

- Click on the TwinExpress icon
- Click 'Cancel' on the System request
- Bring the Shell to the front
- Type "cd cd0: cd_project/utilities/twinexpress" then return
- Type "twin" then return
- You can then access the cd directory and see what is on the disc with the 'dir' command. 'help commands' gives a list of commands.

Here is a selection of what software is tucked away on AmigaCD 3:
- fastjpeg : simple graphics file viewer
- jpegs : the original jpeg files used in the disc's gallery section
- PARNET : PD networking software

- Biganim : animation spooler
- Rend : animation builder
- Two wonderful Amiga User International Superdisks for those who missed No.34 and 36.

CD32: General Help

"What does what on the controller"

The Amiga CD is designed around the intuitive, move and choose interface now common in multimedia. You move the highlight around the on-screen buttons with the directional joypad and choose the one you want by pressing the red 'fire' button. This is all you really need to know to use the Coverdisc, apart from the fact that to play the video clips, you have to use the black 'video play' button. Any other exceptional instructions are all detailed on-screen as and when you need them. The only other common controls are the blue button, which normally cancels whatever is going on - though be aware it sometimes takes a few seconds here in. (You can even get rid of those amazing delightful(?) voice overs!) and the yellow button, which brings up a helpful diagram of what is what on the joypad.

CDTV & A570 Special Instructions

The CDTV version does differ in some aspects to the CD32 one, for instance we haven't managed to squeeze on any CDTV video clips. Technical pobs! Watch this space though - perhaps in the next edition.

Boot-up and Labyrinth

While booting there will be a black screen, followed by a buzzer. Press '1' at this point to run the huge and frighteningly playable demo of Labyrinth.

continued

Main Menu

The main menu displays the five sections available on the CDTV version of the CD; Labyrinth, Art Gallery, PD Games, Music and Credits. Move around with the directional controller buttons (in joystick mode) and choose by pressing the 'A' selector button. All these are the same as on the above CD32 version except for the PD games.

PD Games

The five PD games included are Cliff hanger, Descender, PB Switch, Tetris and Galaga. Galaga will probably not run direct from the CD: follow these instructions if you want to run it and have a floppy drive with a Workbench disk.
- Boot from floppy
- Go to CLI
- Type "assign CDPD: CD0:" then return
- Type "execute CD0:CD_PD_games/deluxe_galaga/galaga.bat" then return- That should do the trick

AmigaCD! No.4

In fact there was so much stuff to fit on this month's disc that it wouldn't even squash into the 600 Megabytes of a CD, so there are some additional goodies not mentioned above we have had to hold over until AmigaCD No.4. There looks like being even more stunning colour video, game demos, deep techy corner and other ground-breaking multi media magazine features. Inter-action packed!

CDTV: General Help

On the CDTV the directional buttons on the controller move the highlight from one on-screen button to another and the 'A' button selects the highlighted one. Use the joy/mouse button to change to mouse control where necessary. On some screens there is a set of buttons at the bottom of the screen, each of which corresponds to the box in the equivalent part of the screen above. For instance the top-left button shows the picture indicated in the top-left box in the Art gallery section. In most sections you can move around the on-screen buttons with all the directional buttons on the controller, though with some movement is linear: just left and right directional buttons. The 'B' deselect button is the equivalent of the blue 'cancel' button on the CD32.

Swap & Win!

Okay, so you are drooling over the hottest bit of technodream stuff you ever held in your eager palms. Yes, you have a CD - a multimedia CD and you can slip it into your Amiga CD 32 and zoom off to Cloud Nine. Don't bother to read on.

Or maybe you don't.

Maybe like most Amiga users you don't have an Amiga CD 32 yet. So what are you going to do with your CD? Well, *AUI* has for years been giving you a SuperDisk full of the cream of the Amiga utilities. And there are two this month too. Superdisk 40 can be yours too. Where is it? We hear you cry. You got a CD on the cover of *AUI*, didn't you? And you got Superdisk 39, the amazing *AUI* utilities disk. But SuperDisk 40 which has, as you will see from the instructions on page 15, eleven, yes, eleven more programs packed on to it. Shame!

But fear not, SuperDisk 40 can be yours too if you want it. All you have to do is go down to the nearest Comet store and there are over 200 nationwide and take your Amiga CD! Magazine disc into it. There, Comet's evercharming assistants will give you a free, personal demonstration of what's on the disc and what the Amiga CD 32 can do. And they will give you, in return for your CD, a genuine *AUI* SuperDisk No.40.

Now do you want a free, personal demonstration of the latest and some say greatest piece of technology ever produced for the Amiga world? Oh yes, you do.

COMET
In your local Comet, there is is an Amiga CD 32 waiting for you!

Because there are three Amiga CD! Magazine discs which are not quite like the others. The prizes? What do you expect from an CD magazine - Amiga CD 32s.

You can claim your prize either by getting the confirmation from a Comet GamesMaster Zone store manager that your disc is a winner or by sending the disc to *AUI* - registered post - addressing it to Amiga CD! Competition Disc No.3. So you have the chance not just to get an *AUI* SuperDisk No.40, but also an Amiga CD 32 console as a prize. And once the secret difference is confirmed, a spanking new Amiga CD 32 will be winging its way to you.

So if you don't have an Amiga CD 32, make sure you go along to your local Comet GamesMaster Zone store and see if you have the magic disc that lets you win one. Now we know that there are no Comet stores in Ireland. So, if you live there all you have to do is send us the CD or call 081 302 8383 for your nearest dealer who will, we're sure, be delighted to give you a demonstration of the Amiga CD 32 and a SuperDisk 40. The worst that can happen is you will get a free *AUI* SuperDisk No. 40 worth around £15. You couldn't get a better offer than that. You've got nothing to lose, have you?

Button Controls

Red:	Selection/Pause Picture
Blue:	Cancel Selection/ Return to Main Menu
Green:	Help
Cursor:	Highlight Option

TAKE THE VOUCHER TO YOUR LOCAL

COMET

GAMESMASTER ZONE

If at any time your disc hangs, crashes or fails to work in any way, open the lid of the CD32 and check the disc for dust and ensure that it is correctly and firmly positioned. Then restart without using the Reset button

The world's first interactive CD magazine for the Amiga

No.3

7 Great Game Demos . . 9 Full Games . . Live Video Game Reviews . . Amazing Graphiscs . . Pop Music . . Film Trailers and More!
The Real Amiga Multimedia Experience!
Now with CDTV and A570 Compatibility Too!

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